PRIMA'S OFFICIAL STRATEGY GUIDE

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MARVEL™ VS. CAPCOM® 2
New Age of Heroes

ERIC LIONEL PRATTE

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TRAINING

BASIC CONTROLS

BUTTONS AND BASIC ATTACKS

The buttons in *Marvel vs. Capcom 2* are simplified from earlier Capcom fighters in that there are only two punches and two kicks. You have a Light Punch (L Punch) and a Light Kick (L Kick), which are usually fast, short-range attacks. Next, you have a Heavy Punch (H Punch) and a Heavy Kick (H Kick), which are slower, more damaging, and typically longer ranging than their lighter counterparts. In addition, you can sometimes execute a Medium Punch or Kick (M Punch or M Kick, respectively) by performing two light attacks in a row (you see a different animation for the medium attack).

The other two buttons are used in some partner-related activities, which will be described later.

DEFENSE

You can't win without knowing how to avoid damage, as well as how your opponent will try to avoid damage, so blocking skills are paramount. To block or guard high, simply press ←. To block or guard low press ↙. A high guard can defend against any attack above the thigh of your character. A low guard can block any attack below the thigh of your character except those designed to hit over a low guard (called overheads) or a jump attack.

When you guard a move successfully, you don't take any damage from it, unless it's a special move. When you block one of these you suffer slight "guard damage" due to the power of the move being blocked.

COUNTERS

There are many types of counters. General move counters are moves like Ryu's Shoryu-Ken, which can hit low level, high level, and jumping opponents, these counters tend to win out over other attacks. Anti-air counters are specially designed to defeat airborne opponents and airborne attacks.

ADVANCING GUARD

This is a useful guarding technique that pushes opponents away from you if you guard one of their attacks. To perform an advancing guard, press both punches while you block a move.

JUMPING

To avoid ground-level dangers, you must jump or block. Jumping has several advantages over blocking. You don't take guard damage from special moves, and you can approach your opponent while dodging any ground-level attacks. The disadvantages are that you have less control over your movement in the air, you have less move choices, and you cannot guard as effectively as when you are grounded.

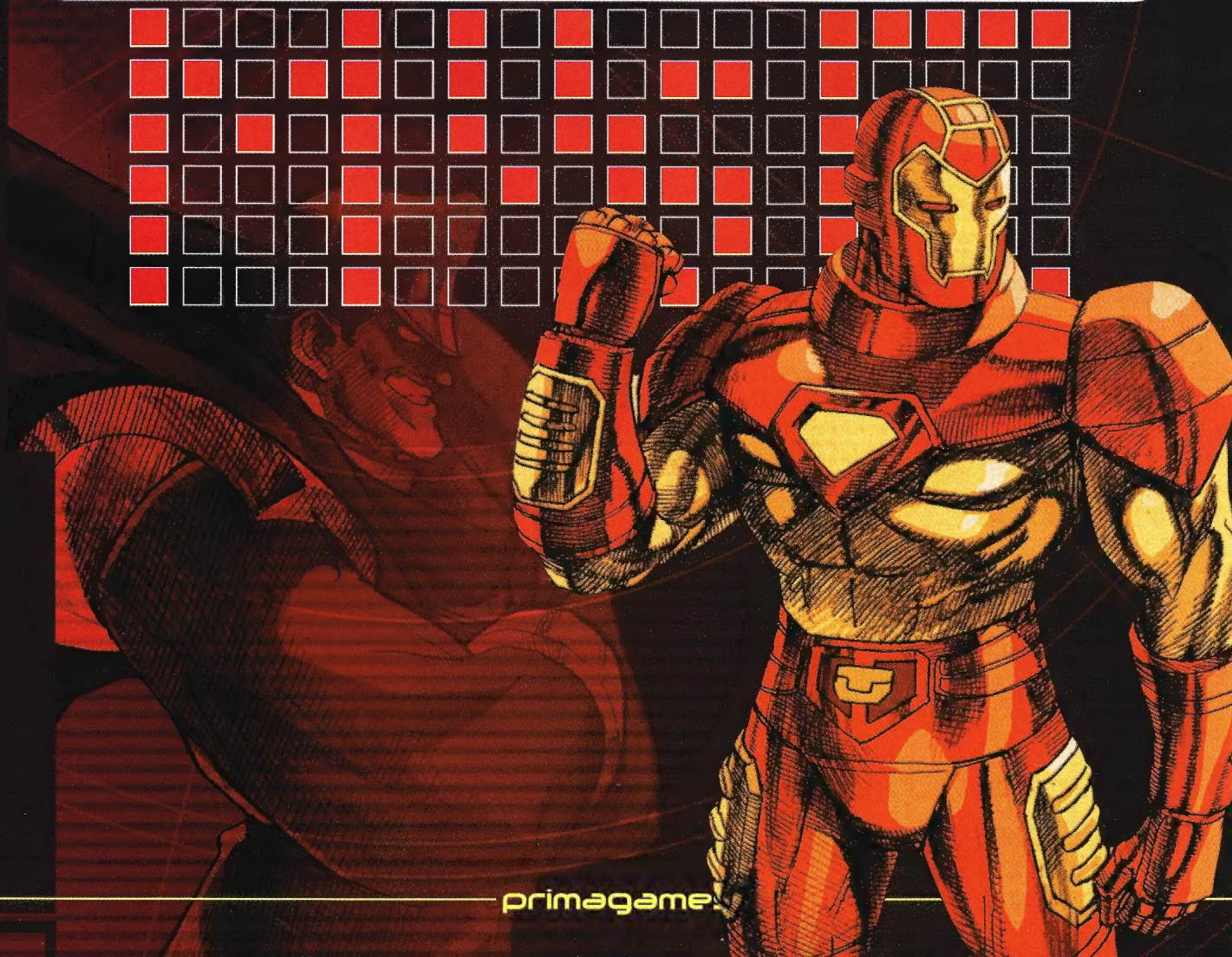
DASHING

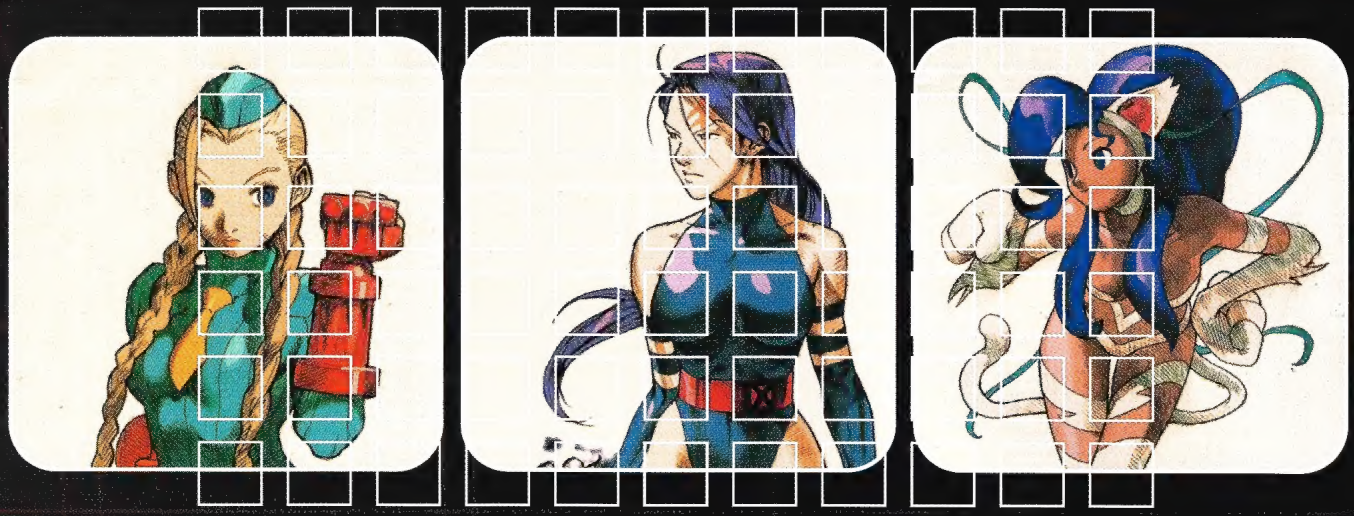
In addition to walking, characters can also dash backward (←,←) and forward (→,→) or both punches) for short distances. Each character's dash is different. Some can dash and stop on a dime while others keep sliding even after they've attacked. The length and speed of the dash also varies with each fighter.

TRAINING

THROWS

When an opponent is blocking low, and you are playing a character that does not have an overhead (or you just don't want to use it), you still have the option to throw. The command for each character's throws varies somewhat, but generally it is ← or →+H Punch when standing next to your opponent. Throws cannot be blocked, but if your opponent performs the move for a throw just after you do, your throw's damage is reduced by what is called a tech hit.





ADVANCED TECHNIQUES

GROUND ESCAPES

This game has endless possibilities for combinations, including those where you knock opponents into the air *after* they have just hit the ground from a previous combination. To escape these extended combos you must enter ←,↙,↓+any attack button. This causes your character to roll and have a better chance of escaping more hits.

SPECIAL BASIC ATTACKS

These attacks have a simple command plus an attack button, such as Ryu's overhead, the "Sakotsu-Wari" (→+H Punch). They are additional basic attacks that are often very useful in rounding out a character's close fighting abilities.

SPECIAL MOVES

These are fighting techniques that use a character's unique gifts. These moves, such as Ryu's Hadou-Ken (↓,↘,→+either punch), have more complicated commands than either basic attacks or special basic attacks, but they make up for this with increased power and tactical effectiveness..

TRAINING

HYPER COMBOS

These are "extra special" special moves. In addition to causing more damage, these moves are usually very difficult to defend against. To perform such moves, you must execute a command combined with both punches or both kicks. Not only that, but you must expend one or more Hyper Bars (the glowing gauge in the bottom of the screen).

By executing moves, connecting with them, or sometimes even being hit yourself, your character earns Hyper Combo energy that fills the Hyper Combo Gauge on your character's side of the screen. When you perform a Hyper Combo you use up one of these Hyper Bars (you can have a maximum of five at any one time). Needless to say, you must earn Hyper Combo energy quickly during your fights so that you can use these very powerful moves during battle.

PARTNER-RELATED MOVES

PARTNER CHANGES

To change characters during battle you press two light attacks or two heavy attacks at the same time. Your teammate then flies onto the screen performing a jumping kick. Changing characters is useful for many reasons, but especially because it gives the character currently in play time to heal. While your character is out of play, he or she slowly regains whatever health is red in the energy bar at the top of the screen.

PARTNER ASSISTS

During play, you can summon a partner to come out and perform a move while you fight. To do this, you simply press your Partner A (default L) or Partner B buttons (default R) when you are not currently attacking. The moves a character performs are listed in the "Partner Assists" section of each character's chapter in the row titled "Assist Attack."

PARTNER COUNTERS

You can also call upon a partner to help you counter in a sticky situation. To do this, enter (while blocking) ←,↙,↓+Partner A or Partner B. The move your teammate performs is listed in the "Partner Assists" section of each character's chapter in the row titled "Counter."

SNAP BACK

This command (↓,↘,→+Partner A or Partner B) requires one Hyper Bar. It executes a short-range attack that knocks your opponent's character off screen and brings in his A or B partner (depending on the button you use). This allows you to keep your opponents in play so that you can finish them off before they have much chance to heal.

TRAINING

TEAM COMBINATIONS

During a Hyper Combo you can perform the command of one of your next partner's (Partner A) Hyper Combos, and he or she will jump in and perform it as your in-play character continues his or her own Hyper Combo. Perform another command, and the second partner (Partner B) will do the same. For example, if Partner A is Ryu, during a Hyper Combo enter ↓,↘,→+both punches to have him hop onscreen and perform a Shinku-Hadou-Ken. Obviously, you need enough Hyper Bars filled for all the combinations you perform.

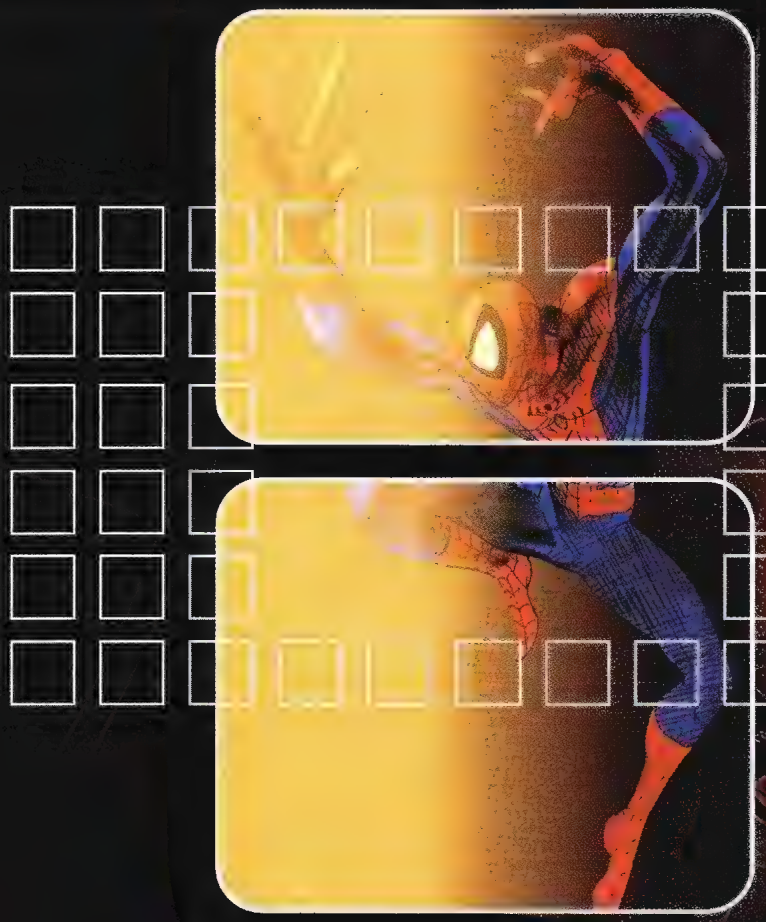
Some truly amazing combinations can be realized with practice, study, and creativity on your part. This game has no equal when it comes to original combinations, and this teammate combo ability is a big reason why.

DEVASTATING COMBINATIONS

If you have two or three Hyper Bars, you can forgo the team combination and just have all your characters come out at once by pressing both Partner buttons at the same time. The moves your teammates perform are listed in the "Partner Assists" section of each character's chapter in the row titled "D Hyper Combo."

UNLOCKING CHARACTERS

You can buy the characters that you do not currently have available by earning points. These points can then be used to purchase characters, cool secret stages, and extra character colors. You can also earn experience and levels. You get one experience point every ten play points, and gain a level every hundred experience points. The way points are earned is explained in the following tables.



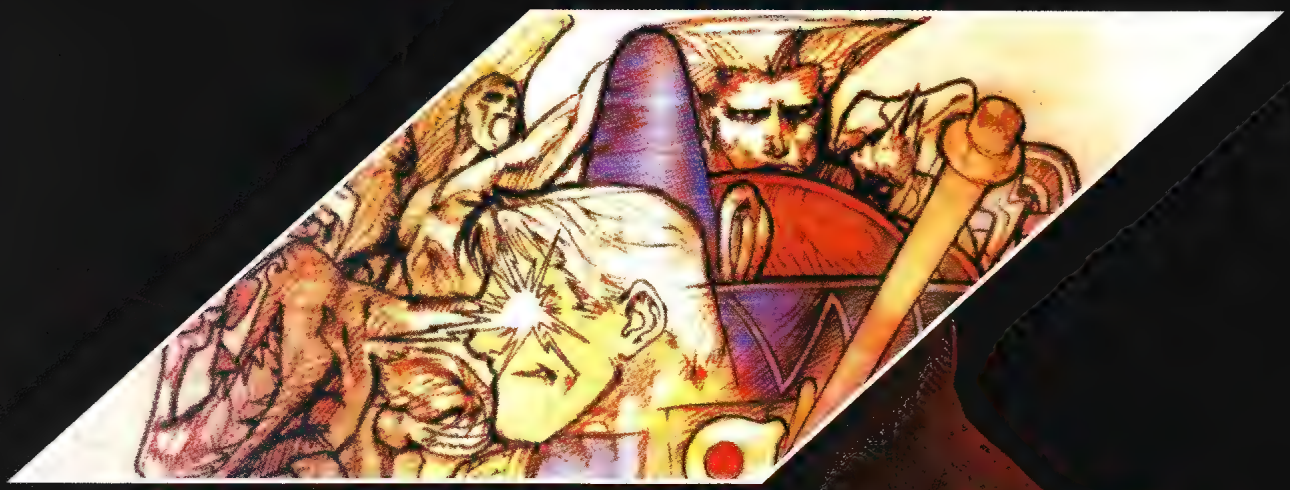
TRAINING

HOW TO EARN EXTRA POINTS

Mode	What you need to do	Points earned
Arcade Mode	1 play (including continues)	100
Arcade Mode	1 coin clear	100xDifficulty Level
Arcade Mode	continue clear	50xDifficulty Level
Versus Mode	complete a match	100
Training Mode	play the game	10 per minute
Score Attack	each play	100
Score Attack	achieve number one ranking	2,000

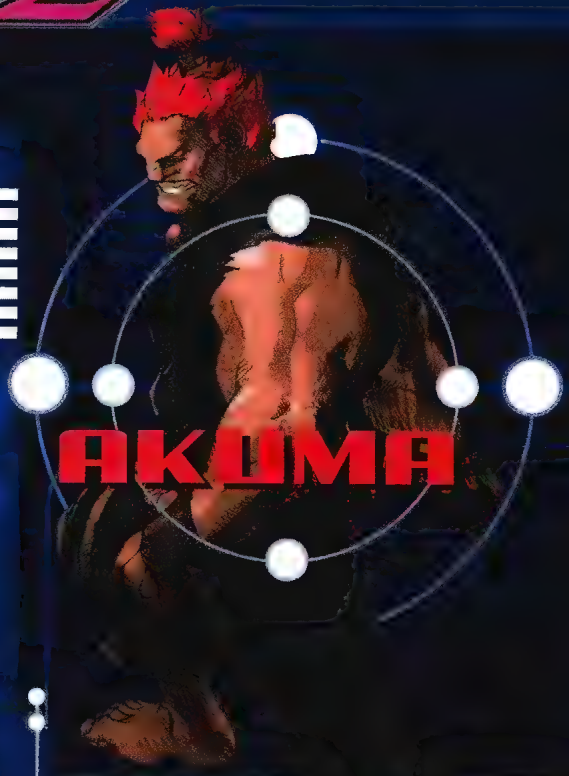
BONUS POINTS IN ARCADE MODE AND SCORE ATTACK

What you need to do	Points earned
Time Over Win	50
Normal Win	100
Hyper Combo Finish	120
Devastating Combo Finish	150
Team Combination Finish	200
Survivors at match end	
One Character	0
Two Characters	50
Three Characters	100



POINTS SUBTRACTED FOR LEAVING MODES

Mode	When you leave	Points subtracted
Arcade Mode	one player game	-100
Arcade Mode	as another player enters	-200
Versus Mode	during play	-100
Score Attack	during score attack	-100



AKUMA

MOVES LIST

THROWS

Seoi-Nage
(when close) ← or →+H Punch

Tomoe-Nage
(when close) ← or →+H Kick

Jigoku-Guruma
(when close) →,↘,↓,↙,←+H Kick

Izuna Drop
(when close and airborne) any direction except for ↓ or ↑+H Punch

LAUNCHER

Crouching H Punch

Akuma is one of the most versatile characters in the Capcom universe. He has moves for every situation and is, therefore, hard to play to his potential at first. However, you can still win without using all his tricks.

SPECIAL BASIC ATTACKS

Zugai-Hasatsu
→+H Punch

Damage: 10

This hits an opponent in a crouching block.

Sempuu-Kyaku
→+H Kick

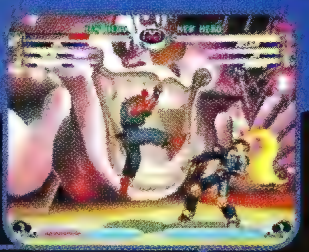
Damage: 13

Use this as a low attack counter.

Sempuu-Kyaku (air)
(when airborne) ↑+H Kick

Damage: 13

This Jumping H Kick is more effective when you and your opponent are both airborne.



Mae-Geri
(when airborne) after L Kick have hit ↑+L Kick

Damage: 7

You can get two aerial hits before you land by using this move.

SPECIAL MOVES

Gou-Hadou-Ken
↓,↘,→+either punch

Damage: 19

The button you use controls the speed of the projectile.

Zankuu-Hadou-Ken
(when airborne) ↓,↘,→+either punch

Damage: 13

These aerial Gou-Hadou-Kens descend at an angle toward your opponent.

Gou-Shoryu-Ken
→,↓,↘+either punch

Damage: 19, 24

This is a typical ground move counter. During the H Punch variant, Akuma flies very high. You don't want to miss that one.

Tatsumaki-Zankuu-Kyaku
(when grounded or airborne) ↓,↙,←+either Kick

Damage: 19, 19

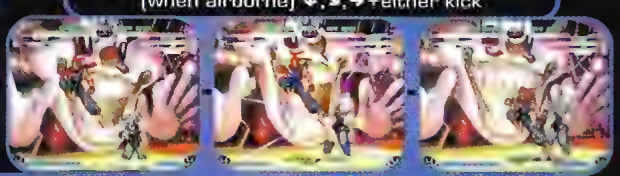
This whips opponents all over the place. Be careful since it can be ducked leaving you vulnerable to a counterattack.

Ashura-Senkuu
→,↓,↘ or ←,↓,↙+both punches or both kicks

Damage: 0

This dash-type move can be used to throw your opponent off of you.

Tenma-Kuujin-Kyaku
(when airborne) ↓,↘,→+either kick



Damage: 23, 23

Even though you can't combo from this, you can fool your opponent by randomly following up with a Zugai-Hasatsu, Crouching H Kick or Gou-Shoryu-Ken.

HYPER COMBOS

Messatsu-Gou-Hadou
↓,↙,←+both punches

Damage: 100

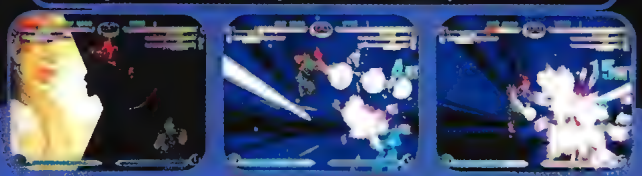
This beam Hyper Combo isn't very thick, so your opponent must be grounded for this to hit well.

Messatsu-Gou-Shoryu
↓,↘,→+both punches

Damage: 91

Akuma crosses the length of the screen very quickly during this move, and since the last hit does the most damage, it can be used well at any range.

Tenma-Gou-Zankuu
(when airborne) ↓,↘,→+both punches



Damage: 95+

This thick spread of projectiles can punish opponents who like to perform anti-air counters.

Messatsu-Gou-Rasen
↓,↗,↗,←+both kicks

Damage: 85

Your opponent must be quite close for you to hit with this close-range counter.

Shungokusatsu

L Punch x2, →+L Kick, H Punch; NOTE: This move uses three Hyper Bars when used.

Damage: 80

This move is good in an emergency, such as when time is running out, where you have three super bars and are ready to attack.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Expansion Type
Assist Attack	H Punch Gou-Hadou-Ken	H Punch Gou-Shoryu-Ken	H Kick Tatsumaki-Zankuu-Kyaku
Counter	H Punch Gou-Hadou-Ken	H Punch Gou-Shoryu-Ken	H Kick Tatsumaki-Zankuu-Kyaku
D Hyper Combo	Messatsu-Gou-Hadou	Messatsu-Gou-Shoryu	Messatsu-Gou-Rasen

COMBOS

* Jumping H Kick, Messatsu-Gou-Shoryu
* Crouching H Punch, ↗, L Punch, L Kickx2, H Punch or H Kick Tatsumaki-Zankuu-Kyaku
* Jumping H Kick, Standing H Punch, Gou-Hadou-Ken or H Kick Tatsumaki-Zankuu-Kyaku
* Jumping H Kick, crouching H Punch, H Punch Gou-Shoryu-Ken
* Jumping L Kick, Jumping H Kick, crouching L Kickx2, Messatsu-Gou-Hadou
* Jumping L Kick, Jumping H Kick, L Kick, H Kick Tatsumaki-Zankuu-Kyaku, Tenma-Gou-Zankuu
* Jumping H Kick, Standing H Punch, H Punch Gou-Hadou-Ken, Messatsu-Gou-Shoryu (a very damaging combo)
* Jumping H Kick, crouching L Kick, crouching H Punch, ↗, L Punch, L Kickx2, H Punch or Tenma-Gou-Zankuu

Amingo is a fascinating, cactus-based fighter from the far south. His funny-looking moves tend to fool opponents into being lax, until they realize how much damage they've lost. He is a slow walker, so in order to deliver good attacks, you must make good use of his cacti friends.

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

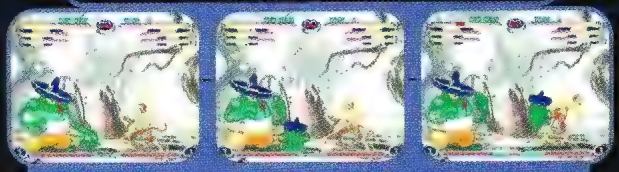
Air Throw
(when close and airborne) any direction but ↓ or ↑+H Punch

LAUNCHERS

↘+H Punch, ↘+H Kick, Crouching M Kick

SPECIAL MOVES

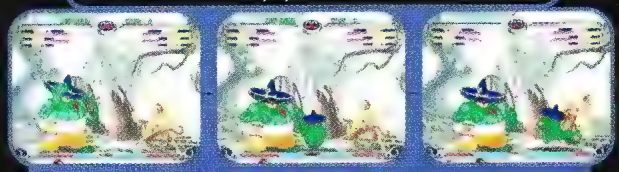
Taiyou No Kodomo (Grab)
↓,↙,←+either kick



Damage: 10

This hopping cactus projectile grabs and holds your opponent for a brief time. It cannot be blocked.

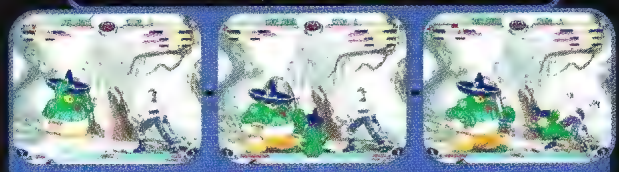
Taiyou No Kodomo (Punch)
↓,↘,→+L Kick



Damage: 12

This version throws a Punch that looks like the previous grabbing move. Mix up the versions so your opponent does not know when it is safe to block one.

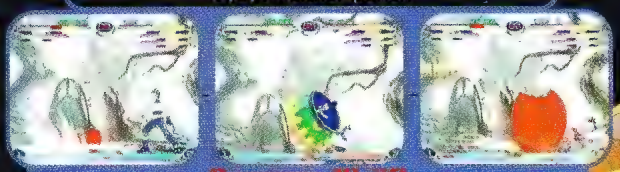
Taiyou No Kodomo (Kick)
↓,↘,→+H Kick



Damage: 12

Similar to the punch version, and the same advice applies.

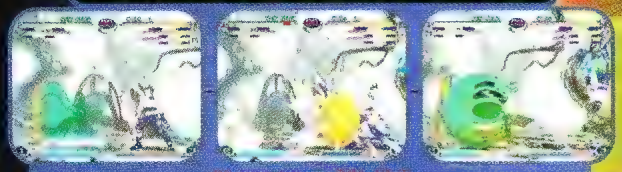
Midori No Kanki
↓,↙,←+either punch



Damage: 10 x22

Use this to counter close-range attacks.

Kaze No Sakebi
[when grounded or airborne] ↓,↘,→+either punch

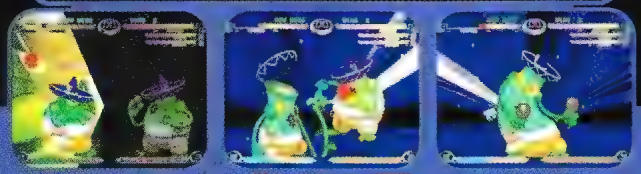


Damage: 10 x22

This charging move is a great set-up for combos.

HYPER COMBOS

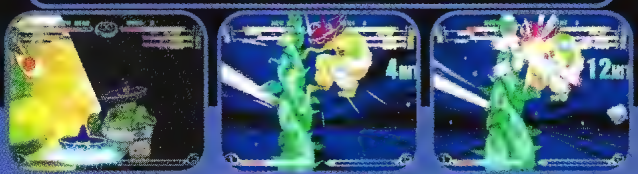
Syokubutu No Okite
↓,↙,←+both Punches



Damage: 43

This sends a flower across the screen that grabs your opponent if it hits. It's a great move to use during a confusing ground battle.

Taiyou No Megumi
↓,↘,→+both kicks



Damage: 46

This is a close-range counter. Use it when your opponent is nearby or incoming.

COMBOS

* Standing H Punch, H Punch Kaze No Sakebi
* Jumping H Kick, Crouching L Punch, Crouching H Punch (1 hit), L Punch Kaze No Sakebi
* Jumping H Kick, ↘+H Kick, ↗, L Punch, L Kickx2, H Punch
* Jumping L Kickx2, Crouching L Kick, Syokubutu No Okite
* Jumping L Punchx2, Crouching L Kickx2, ↗, L Punch, L Kickx2, H Punch or Kaze No Sakebi
* (opponent in the corner) L Punch Kaze No Sakebi, Crouching L Kickx2, ↗, L punchx2, L Kick, L Punch, L Punch Kaze No Sakebi, L Punchx2

PARTNER ASSISTS

Assist	Heal Type	Enhance Type	Balance Type
Assist Attack	Life Up	Defense Up	H Punch Kaze No Sakebi
Counter	H Punch Kaze No Sakebi	H Punch Kaze No Sakebi	H Punch Kaze No Sakebi
D Hyper Combo	Taiyou No Megumi Taiyou	Taiyou No Megumi	Taiyou No Megumi

ANAKARIS

Anakaris has been designed as a "keep away" character, but he has some offensive capabilities. Anakaris is strongest when his opponents want to get close to him. Lure opponents in, beat them back, then repeat.

SPECIAL MOVES

Coffin Fall
(when grounded or airborne) ↓,↓+any attack button

Damage: 30

This unusual attack covers a high vertical range and is useful at keeping your opponent at bay.

Cobra Blow
(when grounded or airborne) ←,→+either punch

Damage: 16-18

This high physical attack with long reach can be hit by your opponent, and you'll take damage if it is.

MOVES LIST

LAUNCHER
Crouching H Punch

SPECIAL ABILITIES
Air Dash
(when airborne) →,→ or both punches

SPECIAL BASIC ATTACKS

Walk of the Saint
←+L Kick

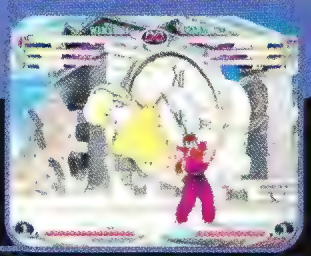
Damage: 7

This attack cannot be blocked by a low block.

Big Tombstone
(when airborne) ↘+either kick

Damage: 7

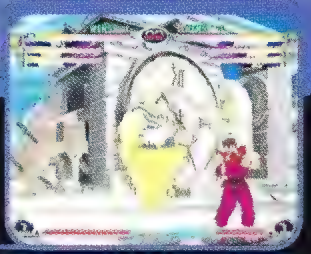
This is an alternate jumping attack. Use this and the other tomb moves to keep opponents on their toes.



Holy Tombstone
(when airborne) ↓+either kick

Damage: 7

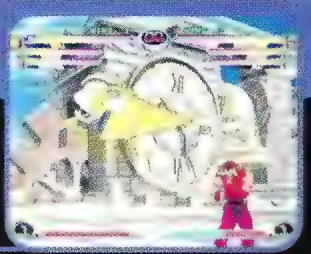
This is another alternate jumping attack.



Great Tombstone
(when airborne) →+H Kick

Damage: 7

Here's yet another alternate jumping attack.



Mummy Drop
↓,↘,→+either punch

Damage 22

This works well after a Coffin Fall or a blocked combo.

Royal Curse
↓,↘,→+either kick

Damage 10

Use this debilitating move against opponents who like to employ anti-air attacks frequently, or those who are open for it at predictable times.

HYPER COMBOS

Coffin Fall
(when grounded or airborne) ↓,↓+both punches

Damage: 15 per hit

The first coffin comes down just outside of the range of an L Punch Cobra Blow. This is a good move when you don't know what your opponent is going to do.

Pharaoh Cobra Blow
(when grounded or airborne) ←,→+both punches

Damage: 3%+

After performing the move for this Hyper Combo, each attack button you press shoots a different height Cobra Blow at your opponent.

Pharaoh Magic
(when grounded or airborne) H Kick, L Punch, ↓, L Kick, H Punch

Damage: 30

This is a very cool Hyper Combo, but the initial attack is slow and hard to hit with unless your opponent really screws up.

Pharaoh Illusion
L Punchx2, →+L Kick, H punch

Damage 40 max hit

Press the attack buttons to juggle your opponent if you connect with this.

PARTNER ASSISTS

Assist	Ground Type	Throw Type	Variety Type
Assist Attack	H Punch Cobra Blow	H Punch Mummy Drop	H Punch Coffin Fall
Counter	H Punch Cobra Blow	H Punch Mummy Drop	H Punch Coffin Fall
D Hyper Combo	Pharaoh Cobra Blow	Pharaoh Illusion	Coffin Fall

COMBOS

* Standing L Punch, Standing L Kickx2, Standing H Kick, H Punch Cobra Blow
* Crouching L Punch, Crouching L Kickx2, Standing H Punch, H Punch Mummy Drop
* Crouching L Punch, Crouching H Punch, ↗, L Punch, L Kickx2, H Kick
* Crouching L Punch, Crouching L Kickx2, Crouching H Kick, then finish the move for the Pharaoh Magic: L Punch, ↓, L Kick, H Punch (This is not a true combo, but it may catch your opponent off guard.)
* Crouching H Punch, Pharaoh Illusion

B.B. HOOD

MOVES LIST

Little B.B. Hood is a funny character to play, but her drawback is that her reach is so short compared to other fighters. To combat this weakness, she attacks her opponents' attacks themselves, wreaking havoc when in close.

THROWS

Hold & Cut
(when close) ← or →+H punch

Catch & Cut
(when close and airborne) any direction (except for ↓) or ↑+H Punch

LAUNCHERS

↘+H Kick, or Standing M Kick

SPECIAL ABILITIES

Double Jump
(when airborne) ↖ or ↑ or ↗.

SPECIAL BASIC ATTACKS

Tricky Basket
← or →+H Punch

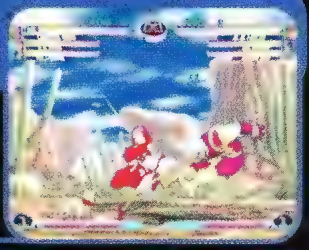
Damage: 14

This is an advancing or retreating attack.

Surprise & Hop
→+H Kick

Damage: 12

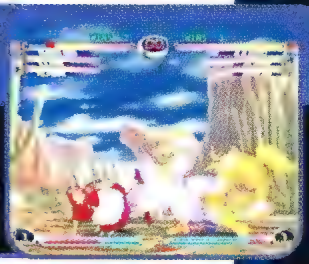
This is an advancing, middle-level knee attack.



Malice & Mine
↙+H Kick

Damage: 12

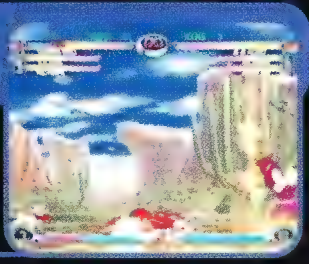
This mine attack can be used to counter medium-range attacks.



Stumble & Blade
(while dashing) ← or →+H Punch

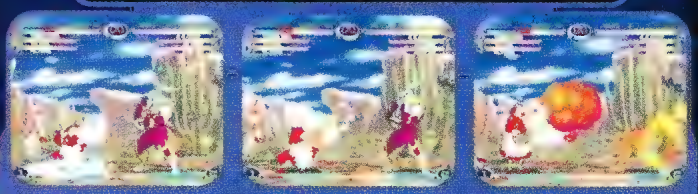
Damage: 12

This funny move may catch your opponent off guard.



SPECIAL MOVES

High Smiling Missile
← hold 1 second, →+either punch



Damage: 14

The L Punch version of this move travels very slowly and can easily be followed up.

Low Smiling Missile
← hold 1 second, →+either kick

Damage: 14

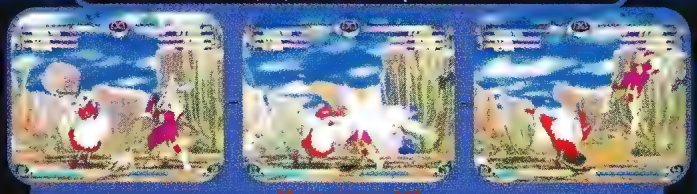
This missile cannot be ducked like the high version.

Happy Missile
↓ hold 1 second, ↑+either punch

Damage: 11

The L Punch version hits halfway across the screen, while the H Punch version explodes three-fourths of the screen away.

Shy Strike
↓,↙,←+either punch



Damage: 11

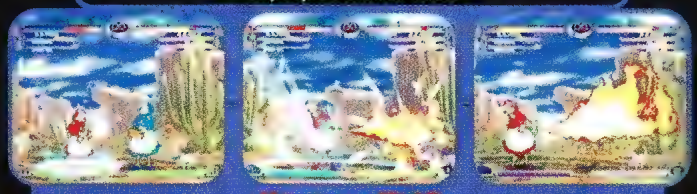
This reaches halfway across the screen. Happily, this is a physical attack that does not bring S.B. Head the close to her opponent.

Cheer of Fire (upward)
→,↓,↘+either punch

Damage: 21-34

This is a very nice anti-air counter.

Cheer of Fire (lateral)
→,↓,↘+either kick

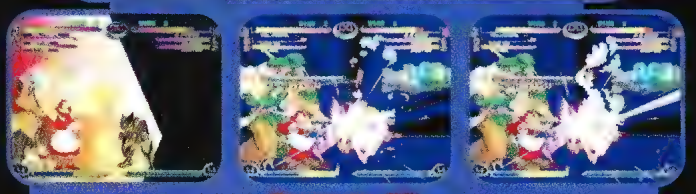


Damage: 0-15

One of S.D. Hayate's strongest moves. It's quick and has good range.

HYPER COMBOS

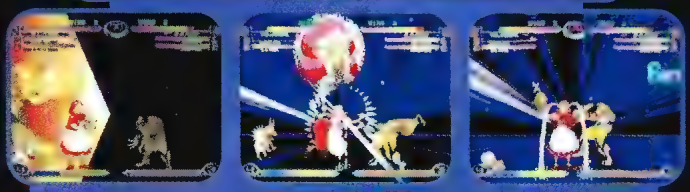
Cool Hunting
↓,↘,→+both Punches



Damage: 68

The sheriffs come to the rescue with a full-screen barrage of bullets. This Hyper Combo is fast and hard to avoid; make good use of it.

Beautiful Memory
←,↙,↓,↘,→+both kicks



Damage: 95

This Hyper Combo's throw can be blocked.

Hyper Apple For You
→,↘,↓,↙,←+both kicks

Damage: 67

The low slide at the beginning of this move does a good job of slipping under high attacks and hitting between low ones.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Variety Type
Assist Attack	H Punch High Smiling Missile	L Punch Cheer of Fire (upward)	H Punch Shy Strike
Counter	H Punch High Smiling Missile	L Punch Cheer of Fire (upward)	H Punch Shy Strike
D Hyper Combo	Cool Hunting	Cool Hunting	Cool Hunting

COMBOS

* Jumping H Punch, Crouching H Punch
* Jumping H Punch, Crouching L Punch, Crouching L Kick, Crouching H Kick, ↘+H Kick
* Jumping L Kickx2, Crouching L Kick, Cheer of Fire (lateral)
* Jumping L Kickx2, Beautiful Memory
* Standing L Punch, Standing L Kick, Standing L Punch, Cool Hunting
* Jumping L Kickx2, ↘+H Kick, ↗, L Punch, L Kickx2, H Punch
* Jumping L Kickx2, Standing L Punchx2, Cool Hunting
* (opponent in corner) Jumping L Kickx2 L Kick, Crouching L Kick, H Kick Low Smiling Missile, Standing L Kickx2, ↗, L Punch, L Kickx2, H Punch or H Kick Cheer of Fire (lateral)

MOVES LIST

BLACKHEART™

Black, tall, and sporting a tail, Black Heart is pretty hard to miss. His stiff movement seems to make him a walking combo target. He makes up for this by having an excellent dash, as well as mass projectile attacks in one form or another.

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except for ↓ or ↑)+H Punch or H Kick

LAUNCHER

↘+H Punch and Standing M Punch

SPECIAL ABILITY

Air Dash
(when airborne) →,→ or both punches

SPECIAL MOVES

Dark Thunder
←,↙,↓,↘,→+either punch

Damage: M-H

The L Punch version is a basic projectile attack, while the H Punch version is designed to be an anti-air counter.

Inferno
→,↘,↓,↙,←+either punch

Damage: H

The L Punch version is a close-range defensive counter. The H Punch version is offensive, as it appears wherever your opponent is standing at the time of execution.

HYPER COMBOS

Armageddon
↓,↘,→+both punches

Damage: 65+

This Hyper Combo hits everything on screen!

Judgment Day
(when grounded or airborne) ↓,↙,←+both punches

Damage: 30

This projectile attack is useful in combos or to counter grounded opponents during the airborne version.

Heart of Darkness
↓,↘,→+both kicks

Damage: 45

This projectile attack is also useful in combos or to counter grounded opponents during the airborne version.

PARTNER ASSISTS

Assist	Ground Type	Anti-Air Type	Launcher Type
Assist Attack	L Punch Dark Thunder	H Punch Inferno	Standing M Punch
Counter	L Punch Dark Thunder	H Punch Inferno	Standing M Punch
D Hyper Combo	Judgment Day	Heart of Darkness	Armageddon

COMBOS

* Crouching H Punch or Crouching H Kick, walk or dash forward, ↘+H Punch, L Punch, L Kickx2
* Jumping L Kickx2, Standing H Kick, walk forward, ↘+H Punch, L Punch, L Kickx2
* ↘+H Punch, Armageddon

CABLE™

Cable is a very well-balanced character. He has a beam projectile, a charging attack, a special move grab, and a stun projectile–everything you need for almost any situation.

MOVES LIST

THROWS

Ground Throw
(when close) ←or →+ H Kick

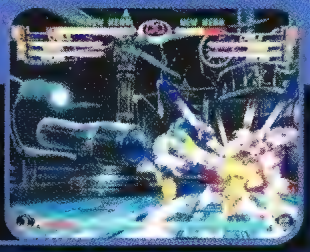
Air Throw
(when close and airborne) any direction (except ↓or ↑)+ H Kick.

LAUNCHER

Standing M Punch; ↘+ H Punch.

SPECIAL BASIC ATTACKS

Hop Kick
→+H Kick



Damage: 13

This can be used to counter low kicks.

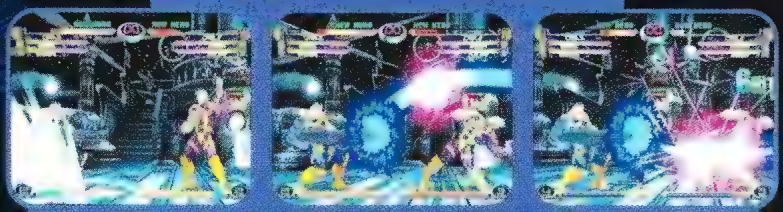
Random Fire
H Punchx4

Damage: 23

The fire from Cable's gun is "instant hit," making it useful against distant, standing opponents.

SPECIAL MOVES

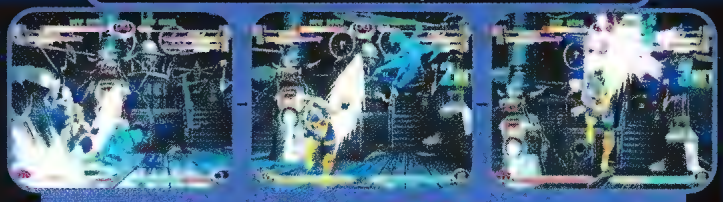
Viper Beam
(when grounded or airborne) ↓,↘,→+either punch



Damage: 13-17

You can control the beam by moving ← or → while repeatedly pressing L Punch or H Punch.

Psimitar
→,↓,↘+ either punch



Damage: [illegible]
This is a typical [illegible]

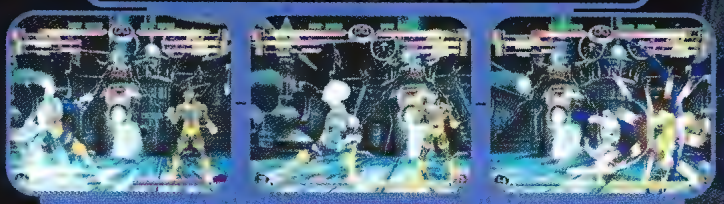
Elec-Trap
(when grounded or airborne) ↓,↙,←+either kick

Damage: [illegible]
[illegible]

Phy-Charge
(when close) →,↘,↓,↙,←+either punch

Damage: [illegible]
You must be close when using this move since it is a grab

Crackdown
↓,↘,→+either kick



Damage: [illegible]
[illegible]

HYPER COMBOS

Hyper Viper
(when grounded or airborne) ↓,↘,→+both punches

Damage: [illegible]
You can control the direction of the beam in the same way as the Viper Beam. This is now while airborne.

Time Flip
↓,↘,→+both kicks

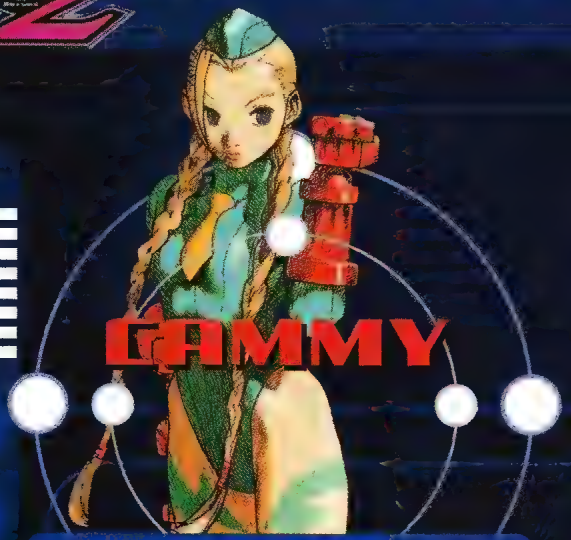
Damage: [illegible]
You can hit your opponent while the beatdown portion of this move is in progress.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Variety Type
Assist Attack	H Punch Viper Beam	H Punch Psimitar	L Kick Elec-Trap
Counter	H Punch Viper Beam	H Punch Psimitar	H Kick Crackdown
D Hyper Combo	Hyper Viper	Hyper Viper	Hyper Viper

COMBOS

* L Punch, L Kick, crouching L Punch or L Kick
* L Punch, L Kick, standing H Punchx4, H Punch Viper Beam
* Jumping H Kick, ↘+H Punch, ↗, L Punch, L Kickx2, H Kick
* Jumping H Kick, L Kick, Standing H Punch, H Punch Viper Beam
* Jumping H Kick, Standing H Punch, H Punch Pscimitar



CAMMY

Cammy is a typical fast character with a twist. The twist is her Hooligan Combination that makes her opponents play a guessing game and creates a situation in which the best gambler wins. In addition, she has a wide selection of moves, which gives her versatility and options during battle.

MOVES LIST

THROWS

Hooligan Throw
(when close) ← or →+H Punch

Frankensteiner
(when close) ← or →+ H Kick

Air Frankensteiner
(when close and airborne) any direction (except ↓ or ↑)+H Kick

Flying Neck Hunt
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

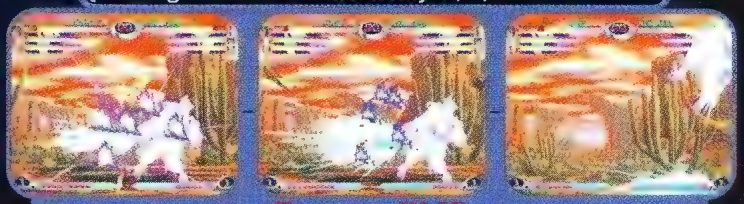
Crouching H Punch, ↘+H Kick, or Standing H Kick

SPECIAL ABILITIES

Double Jump
(when airborne) ↖ or ↑ or ↗

SPECIAL MOVES

Cannon Drill
(when grounded or airborne) ↓,↘,→+ either kick



Damage: 11-16

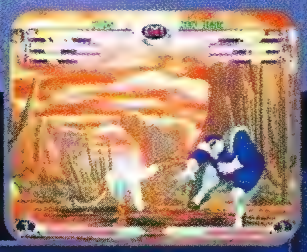
This is a risky move since Cammy is left vulnerable if she misses or is blocked. However, Cammy is a risky character, so it comes with the territory.

SPECIAL BASIC ATTACH

Shaft Kick
←+H Kick

Damage: 13

This alternate Crouching H Kick does not sweep its victims off their feet.



Thrust Kick
→,↓,↘+either kick

Damage: 18-20

This is a general move counter.

Hooligan Combination
↓,↙,←+either kick

Damage: 14

You must master the art of fooling your opponent with this series of attacks. This ends in a low kick.

Fatal Leg Twister

During the Hooligan Combination, when close to your opponent use either punch

Damage: 18

This is a throw. Use it to counter an opponent's guard

Air Thrust Kick

(when airborne) ↓,↙,←+either kick

Damage: 16

This is an alternate aerial attack

Accel Spin Knuckle

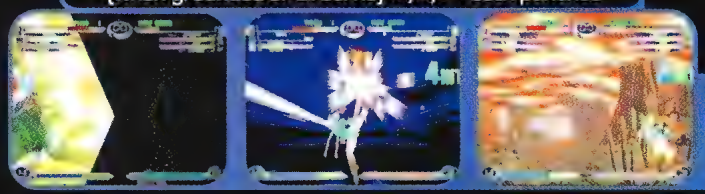
↓,↘,→+either punch

Damage: 14-18

This hit area of Cammy's glowing gauntlet is fairly large. It can even beat some air attacks. This move can be used to pester your opponent.

Killerbee Assault

(when grounded or airborne) ↓,↙,←+both punches



Damage: 40

This KBA comes in handy for multiple character combinations since it can connect with airborne opponents.

Combination Cannon Strike

During the Hooligan Combination, as you descend, use either kick

Damage: 30

This setup for the Hooligan is used to get your opponent to respect the spikes, as well as to stop Cammy from going too far as she flips.

Cannon Revenge

→,↘,↓,↙,←+either punch

Damage: 52

This is a useful attack counter since Cammy leans toward close-range fights.

HYPER COMBOS

Spin Drive Smasher

↓,↘,→+both kicks

Damage: 105

This is a good move counter and combo ender.

PARTNER ASSISTS

Assist	Anti-Air Type	Dash Type	Expansion Type
Assist Attack	H Kick Thrust Kick	H Kick Cannon Drill	H Punch Accel Spin Knuckle
Counter	H Kick Thrust Kick	H Kick Cannon Drill	H Punch Accel Spin Knuckle
D Hyper Combo	Spin Drive Smasher	Spin Drive Smasher	Killerbee Assault

COMBOS

* Standing L Punch, Standing L Kick, Standing H Punch, H Kick Cannon Drill
* Jumping H Kick, L Punch, L Kick, Cannon Drill
* Jumping H Kick, Cannon Drill (air)
* Jumping L Punchx2, L Punch, Standing H Punch, Cannon Drill
* Crouching H Punch, Reverse Shaft Breaker
* Hooligan Combination, Spin Drive Smasher
* Jumping H Punch, Shaft Kick, H Kick Cannon Drill or Spin Drive Smasher
* Jumping H Punch, Crouching L Punch, Crouching H Punch, ↗, L Punch, L Kickx2, H Kick or Cannon Drill

CAPTAIN AMERICA™

MOVES LIST

THROWS

Punch Throw
(when close) ← or →+ H Punch.

Kick Throw
(when close) ← or →+ H Kick.

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

Crouching H Punch

SPECIAL ABILITIES

Double Jump
(when airborne) ↖ or ↑ or ↗

Cartwheel
→,↘,↓,↙,←+either punch

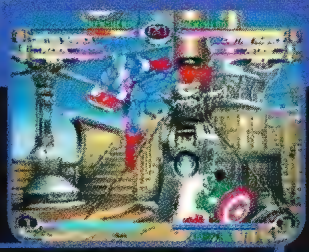
Cap is a balanced fighter who leans toward close- to medium-range, ground-based fighting. He has a unique weakness in that his shield, which he uses as a projectile, needs to be picked up to be reused. Do not let your opponent use this against you.

SPECIAL BASIC ATTACKS

High Kick
(when airborne) ↑+H kick

Damage: 11

The lateral range of this kick comes in handy against airborne opponents.



Anti-Ground Kick
(when airborne) ↓+H kick

Damage: 11

This kick is useful when you want to give your opponent less time to react to your jump.

SPECIAL MOVES

Shield Slash
(when grounded or airborne) ↓,↘,→+either punch

Damage: 11

The Shield Slash starts off resembling a typical projectile attack, until you miss the shield on its return. Cap must have the shield in his hand to use this move.

Stars & Stripes
→,↓,↘+either punch

Damage: 18-27 or 15-18 (without shield)

This is a typical move counter

Charging Star
↓,↘,→+either kick

Damage: 31-36

This charging attack is good at countering basic attacks but leaves you open, and at close range, when blocked.

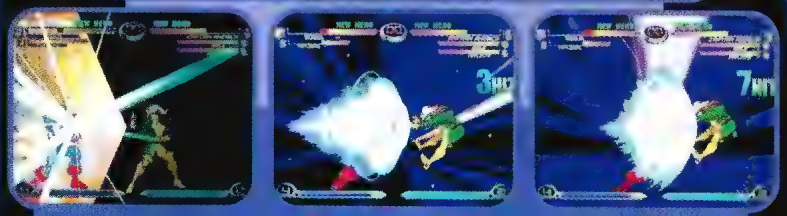
HYPER COMBOS

Final Justice
↓,↘,→+both punches

Damage: 33

This is a good Hyper Combo for taking advantage of an opening in your opponent's defense when close.

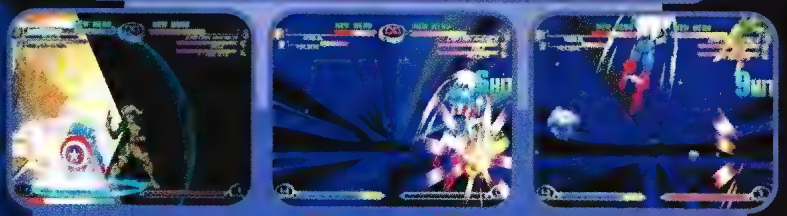
Hyper Charging Star
↓,↘,→+both kicks



Damage: 30

In close fights this Hyper Combo does a good job of countering basic attacks.

Hyper Stars & Stripes
→,↓,↘+both punches



Damage: 40

The HSS consists of three Stars & Stripes in a row, allowing you to travel the full distance of the screen. This makes it useful against grounded and airborne opponents.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Variety Type
Assist Attack	L Punch Shield Slash	H Punch Stars & Stripes	H Kick Charging Star
Counter	L Punch Shield Slash	H Punch Stars & Stripes	H Kick Charging Star
D Hyper Combo	Hyper Charging Star	Hyper Stars & Stripes	Hyper Charging Star

COMBOS

* L Punch, L Kick, Charging Star
* L Punch, L Kick, Standing H Punch
* Jumping H Punch or H Kick, L Kickx2, H Kick
* L Punch, L Kick, Standing H Kick, Charging Star
* Jumping H Punch or H Kick, L Kick, ↓+H Punch, ↗, L Punch, L Kickx2, Anti-Ground Kick.

CAPTAIN COMMANDO

Captain Commando's style is a refreshing change from the norm, and it suits this game well. Like Jill, he has helpful partners of his own in addition to the teammates you've selected for him. Aside from that, he is a solid all-around character with a couple of good launchers.

MOVES LIST

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

↘+H Punch or Standing H Kick

SPECIAL MOVES

Captain Fire
(when grounded or airborne)
↓,↘,→+either punch

Damage: 16

This is essentially a medium-range beam projectile.

Captain Corridor
↓,↙,←+either punch

Damage: 33

This is a specialized general move counter. The L Punch version is centered around Captain while the H Punch version is centered a little ahead of him.

Captain Kick
↓,↙,←+either kick

Damage: 33

The high flight of the H Kick version allows you to use it in certain situations as an anti-air counter or an advancing move.

Commando Strike (Ginzu)
↓,↘,→+L Kick

Damage: 15

Captain's ninja buddy comes out of the shadows and descends with a slice. This can be used as an anti-air counter and a medium-range attack.

Commando Strike (Mack)
↓,↘,→+H Kick

Damage: 18

This anti-air attack covers the same lateral range as Jill's Crow Escape. Anything in the upper portion of the screen is dead.

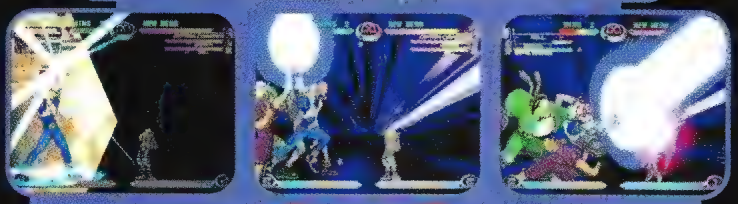
Commando Strike (Baby)
↓,↘,→+H Punch

Damage: 28

Captain's third partner comes down and fires off a high-level projectile at your opponent.

HYPER COMBOS

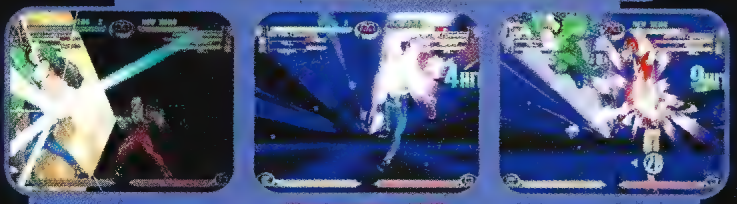
Captain Sword
↓,↘,→+both punches



Damage: 46

The damage isn't all that high for a Hyper Combo, but since it hits most of the playing area, it remains a strong move.

Captain Storm
↓,↘,→+both kicks



Damage: 47

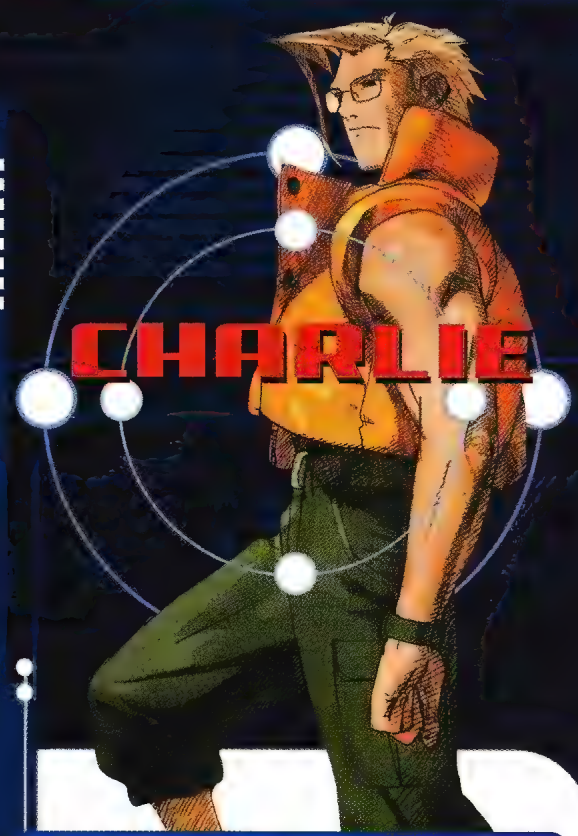
If Captain connects with his charging attack, the whole combo will connect.

PARTNER ASSISTS

Assist	Ground Type	ANTI-AIR Type	Expansion Type
Assist Attack	H Punch Captain Fire	H Punch Captain Corridor	H Kick Captain Kick
Counter	H Punch Captain Fire	H Punch Captain Corridor	H Kick Captain Kick
D Hyper Combo	Captain Sword	Captain Sword	Captain Sword

COMBOS

* L Punch, L Kickx2, Crouching H Kick
* Jumping H Punch, Crouching H Punch, H Punch Captain Fire or Captain Strike Ginzu
* Jumping H Kick, Crouching H Kick, H Punch Captain Corridor
* Jumping H Kick, Standing H Kick, ↗, L Punch, L Kickx2, H Kick or H Punch Captain Fire
* Jumping H Punch, Crouching H Punch, H Punch Captain Fire, Captain Sword, or Captain Storm opponent in corner



CHARLIE

Charlie and Guile have very similar fighting styles and moves, so if you know how to play one, you know how to play the other. Since you must hold ↙ to be ready to perform a Sonic Boom or Flash Kick at any time, you are primarily a defensive character. However, to play the character well you must learn how to play offensively with him too.

MOVES LIST

THROWS

Back Drop
(when close) ←or →+H Punch

Knee Attack
(when close) ← or →+H Kick

Flying Buster Drop
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

↘+ H Punch

SPECIAL BASIC ATTACKS

Spinning Back Knuckle
→+H Punch

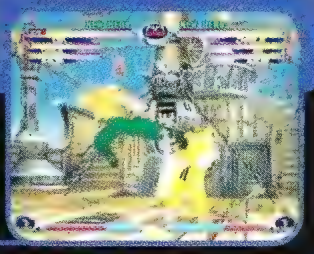
Damage: 12

Use this move after a clash of projectiles at close to medium range. Take a step forward and hit opponents with this before they can recover and block.

Jumping Power Kick
←+H Kick

Damage: 12

This doubles as a low attack counter and a way to advance while still charging for a Sonic Boom.



Step Kick
→+H Kick

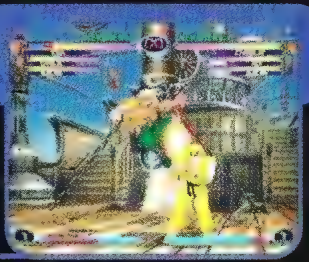
Damage: 12

You cannot charge and perform this move; this kick is quicker and more aggressive than the Jumping Power Kick.

Knee Kick
(when airborne)↓+L Kick

Damage: 4

This move lets you hit opponents with a jump and attack and still land close to them. With other attacks you are pushed back farther, thereby reducing the number of combination and throw possibilities.



SPECIAL MOVES

Sonic Boom
← hold 1 second, → +either punch

Damage: 82

One way to advance on your opponent with Charlie is to throw an L Punch Sonic Boom and follow it in. It travels slowly and provides a bit of cover as you approach.

Flash Kick
↓ hold 1 second, ↑ + either kick

Damage: 39-85

This general move counter releases a projectile upward.

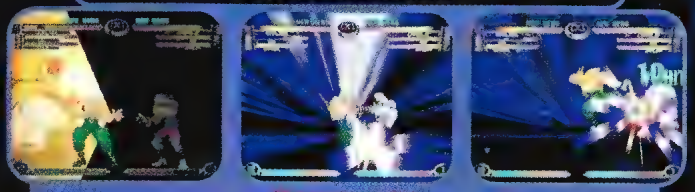
Moonsault Slash
(when airborne) ↑,↗,→ +either kick

Damage: 18-38

This is a good move to counter opponents who jump at the same time you do. It's not too far away for a Flying Booster Drop.

HYPER COMBOS

Crossfire Blitz
↓,↘,→ +both kicks



Damage: 41

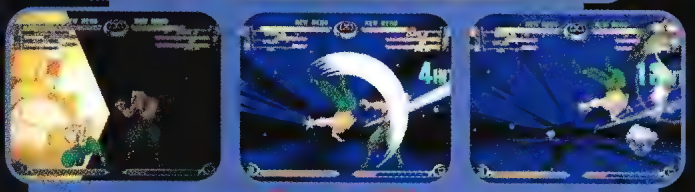
Charlie's tribal charge travels a little over half the distance of the screen. This is a good way to take advantage of close to medium range openings.

Sonic Break
↓,↘,→ +both punches

Damage: 85

Use this move whenever you want to counter something your opponent is doing, or is going to do, and you don't want to get close due to some danger. For example, counter Asuka's Tetsuo No Megumi with the Sonic Break, not the Crossfire Blitz.

Flash Kick Justice
↓,↙,← +both kicks



Damage: 94

The classic design of the Flash Kick plus the addition of projectiles gives you an awesome general counter Hyper Combo.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Balance Type
Assist Attack	H Punch Sonic Boom	H Kick Flash Kick	H Punch Sonic Boom
Counter	H Punch Sonic Boom	H Kick Flash Kick	H Kick Flash Kick
D Hyper Combo	Sonic Break	Flash Kick Justice	Sonic Break

COMBOS

* Jumping H Kick, L Punch, L Kick, Crouching H Kick
* Jumping L Punch x2, L Punchx2, Step Kick
* Jumping H Punch, Crouching H Punch, ↗, L Punch, L Kick x2, H Kick
* L Punch Sonic Boom across screen, follow the boom until right before it hits, then ↗, Jumping L Punch, Jumping L Kick, Crouching L Kickx2, H Kick Flash Kick
* Jumping H Punch, L Punch, Standing H Kick, Flash Kick Justice

CHUN-LI

MOVES LIST

THROWS

Koshu-Tou
(when close) ← or →+H Punch

Ryusei-Raku
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

↘+H Kick or Standing H Kick

SPECIAL ABILITIES

Air Dash
(when airborne) →,→ or both punches

Double Jump
(when airborne) ↖ or ↑ or ↗

Triple Jump
(when airborne, after Double Jump) ↖ or ↑ or ↗

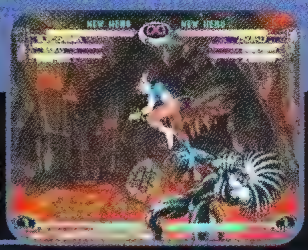
Chun-Li remains a talented close-range fighter in *MvsC2*. She still has her long reaching ↓+H Kick, but newer players must be careful not to perform her launcher (↘+H Kick) or Kaku-Kyaku-Raku instead. Vary your approaching tactics, then wreak havoc once inside.

SPECIAL BASIC ATTACKS

Kaku-Kyaku-Raku
↙+H Kick

Damage: 12

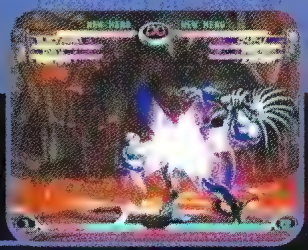
Use this flipping knee attack to vary your close-range attacking patterns. Note: it must be blocked high.



Kiko-Sho (Alpha-Type)
(→+H Punch

Damage: 20

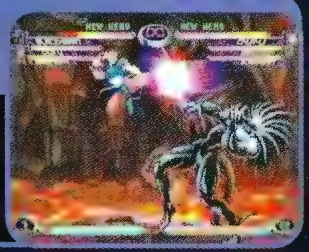
This alternate Standing H Punch has more potential for damage if both hits connect.



Yoko-Geri
when airborne)→+H Kick

Damage: 12

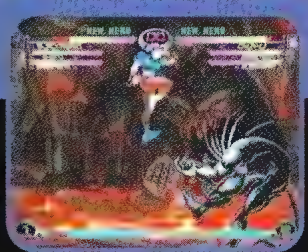
Use this to hit your opponent when you're both in midair.



Youso-Kyaku
(when airborne)↓+H Kick

Damage: 9

Here's the classic Chun-Li head stomp. This move combined with the air jumps can make for some fascinating attacking patterns.

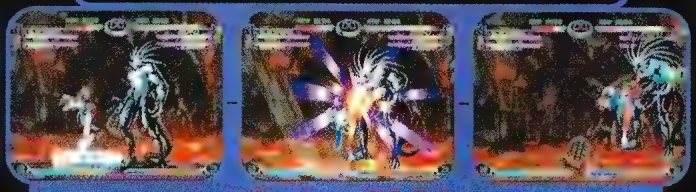


SPECIAL MOVES

Kikou-Ken
←,↙,↓,↘,→+either punch

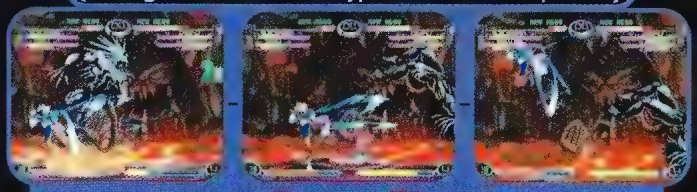
Damage: 82
Use this standard high-level projectile to annoy and pester your opponent.

Spinning Air Kick
→,↓,↘+either kick



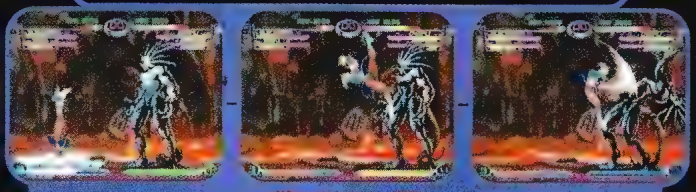
Damage: 2@ 2?
This is Chun-Li's general move counter. It is not as effective against ground-level attacks as some other character's counters.

Lightning Kick
(when grounded or airborne) press either kick repeatedly



Damage: *1?
This allows for easy combos by players with fast hands.

Sen-En-Shuu
→,↘,↓,↙,←+either kick



Damage: 8?
The H Punch version can be used as a quick approaching move.

HYPER COMBOS

Kiko-Sho
↓,↘,→+both punches

Damage: *8@
This is a huge move counter. Anything in front or above Chun-Li gets wasted.

Senretsu-Kyaku
↓,↘,→+both kicks

Damage: *8
This charging Hyper Combo is good when you predict a move from your opponent and want to counter it.

Hazan-Tensho-Kyaku
→,↓,↘+both kicks

Damage: 8?
This is the Hyper Combo version of the Spinning Air Kick. It is a very effective anti-air counter.

PARTNER ASSISTS

Assist	Projectile Type	ANti-Air Type	Expansion Type
Assist Attack	H Punch Kikou-Ken	H Kick Spinning Air Kick	H Kick Sen-En-Shuu
Counter	H Punch Kikou-Ken	H Kick Spinning Air Kick	H Kick Sen-En-Shuu
D Hyper Combo	Kiko-Sho	Hazan-Tensho-Kyaku	Senretsu-Kyaku

COMBOS

* L Punch, L Kickx2, Crouching H Kick
* L Punch, L Kick, L Punch, H Punch
* Crouching H Kick, Lightning Kick
* Jumping H Kick, Lightning Kick (air)
* Standing H Kick, ↗, L Punch, L Kickx2, H Kickx2
* Jumping H Punch, L Kickx2, Crouching H Kick, Senretsu-Kyaku
* Jumping L Punch, Jumping L Kickx2, Crouching L Kick, Crouching H Kick, Senretsu-Kyaku

COLOSSUS™

Big, slow, and powerful, Colossus is an archetypal tank character. He even dons metal skin to boot, but as with all power characters he must be played thoughtfully. Luckily, the simplicity of his design helps matters. You must always force your will on your opponent.

MOVES LIST

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

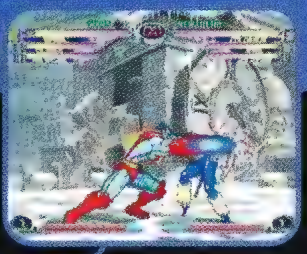
Air Throw
(when close and airborne) any direction (except ↓or ↑)+H Punch

LAUNCHERS

↘+H Kick or Standing H Kick

SPECIAL BASIC ATTACK

Double Arm Punch
(when airborne) →+H Punch

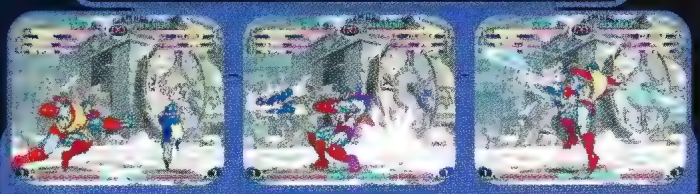


Damage: 16

A long-reaching aerial attack is always useful – doubly so with a slow-moving character like Colossus.

SPECIAL MOVES

Giant Swing
(when grounded or airborne) ↓,↘,→+either punch



Damage: 24

The initial reaching attack of this move can be blocked, and if you are too close when this happens, you will be open to attack for a brief period of time.

Power Tackle (forward)
(when grounded or airborne) ↓,↘,→+L Kick

Damage: 25

Colossus's projectile is himself. He generates a weak shield during this move, which can absorb the damage from enemy projectiles.

Power Tackle (upward)
(when grounded or airborne) ↓,↘,→+H Kick

Damage: 25

This is the anti-air version of the Power Tackle.

HYPER COMBOS

Super Dive
(when grounded or airborne) ↓,↘,→+both punches

Damage: M

Timing and accurate prediction are required to use this Hyper Combo effectively. Use it to punish characters who try to stay away from you or jump over you.

Super Armor
↓,↙,←+both punches

Damage: H

The true power of Colossus comes forth during this Hyper Combo – you can take hits without recoiling like normal. Use this ability to pressure your opponent into making a mistake.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Balance Type
Assist Attack	L Kick Power Tackle	H Kick Power Tackle	Standing H Kick
Counter	L Kick Power Tackle	H Kick Power Tackle	Standing H Kick
D Hyper Combo	Super Dive	Super Dive	Super Dive

COMBOS

* Jumping H Punch, Standing H Punch
* Double Arm Punch, Crouching H Kick
* Standing H Kick, Power Tackle (upward)
* Jumping H Punch, Power Tackle (forward)
* Jumping H Punch, Standing H Kick, ↗, L Punch, L Kickx2, H

CYCLOPS™

MOVES LIST

THROWS

Beam Throw
(when close) →,↘,↓,↙,←+either punch

Crouching Throw
(when close) ↙+H Punch.

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

↘+H Punch, ↘+H Kick, or Standing M Punch

SPECIAL ABILITY

Double Jump
(when airborne) ↖ or ↑ or ↗

SPECIAL BASIC ATTACKS

Horizon Chop
(when airborne) after L Punch or L Kick have hit ↓+L Punch

Damage: 7

This extra airborne hit can throw your opponent's timing off.

Beat Punch
(when airborne) ↓+H Punch

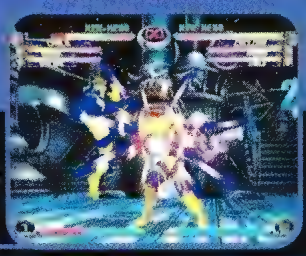
Damage: 13

Best used to hit airborne opponents.

Side Kick
(when airborne) after L Kick has hit ↓+L Kick

Damage: 7

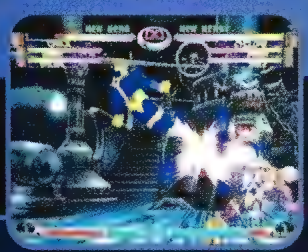
This extra airborne hit can throw your opponent's timing off.



Drop Kick
(when airborne) ↓+H Kick

Damage: 13

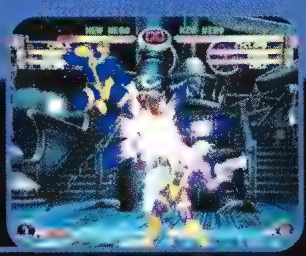
This is a good choice for a jumping attack against a grounded opponent.



Anti-Ground Kick
(when airborne) ↓+L Kick

Damage: 4

This move lets you hit grounded opponents a little sooner than normal.



Cyclops's eye-beam attacks make him dangerous from any range. Use the speed and reach of this move to your advantage, forcing opponents to open themselves up to Cyclops's close-range fighting moves.

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SPECIAL MOVES

Optic Blast
(when grounded or airborne) ↓,↘,→+either punch

Damage: 10-20

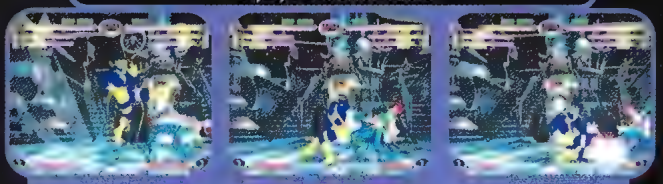
The H Punch version of the Optic Blast should only be used to knock down airborne opponents. It's not to be used as an anti-air move because you'll miss your target.

Rising Uppercut
(when grounded or airborne) →,↓,↘+either punch

Damage: 16

This move counter ends with a projectile.

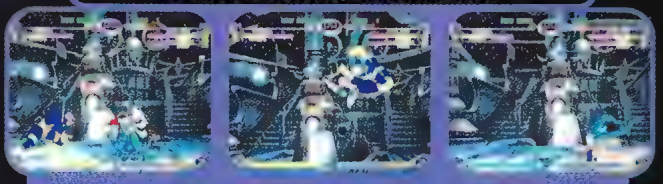
Cyclone Kick
↓,↙,←+either kick



Damage: 20

This double kick can be used to approach when your opponent is performing crouching kicks.

Raising Neck Breaker Drop
← hold 1 second, →+either kick



Damage: 20

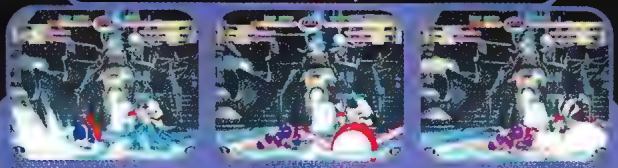
Cyclops charges forward and grabs his opponent. This move cannot be blocked.

Rapid Punch
← hold 1 second, →+either Punch, then press any attack button rapidly

Damage: 40

This is a charging combination. Use this when you know your opponent won't block it.

Optic Sweep
→,↘,↓+either punch



Damage: 11

A real long-range tool to learn, even Optic opponents can block it high. Use it to keep opponents on their toes.

HYPER COMBOS

Mega Optic Blast
(when grounded or airborne) ↓,↘,→+both punches

Damage: 48

This Hyper Combo saturates the lower half of the fighting area with a barrage of deadly light. It's very hard for your opponent to escape.

Super Optic Blast
(when grounded or airborne) ↓,↘,→+both kicks

Damage: 45

This is a thinner, but controllable (press the direction you want to shoot) hyper beam.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Expansion Type
Assist Attack	L Punch Optic Blast	H Punch Rising Uppercut	H Kick Cyclone Kick
Counter	L Punch Optic Blast	H Punch Rising Uppercut	H Kick Cyclone Kick
D Hyper Combo	Mega Optic Blast	Mega Optic Blast	Mega Optic Blast

COMBOS

* Crouching L Punch, Crouching L Kick, Crouching H Kick, Optic Sweep
* Standing L Punchx2, ↗, L Punch, L Kickx2, H Kick
* Jumping H Kick, Standing H Kick, H Kick Cyclone Kick
* Crouching L Punch, Crouching L Kick, Standing L Punch, ↗, L Punchx2, L Kick, Beat Punch or Super Optic Blast (aim down)
* Standing or Crouching L Punch, Standing L Kick, Standing H Kickx2, L Punch Optic Blast

MOVES LIST

Dan is a character for skilled players only. He requires a high level of prediction, technique, and close-range fighting ability. Dan is a mental test for any hardened fighting game veteran.

THROWS

Seoi-Nage
(when close) ← or →+H Punch

Ukase-Nage
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

Crouching H Punch

SPECIAL ABILITIES

Zenten-Chouhatsu
↓,↘,→+START

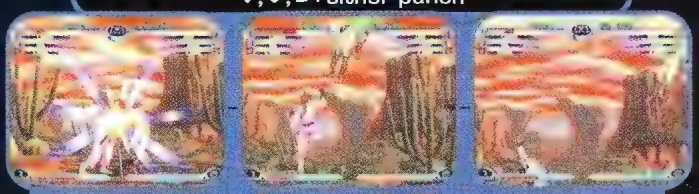
Kouten-Chouhatsu
↓,↙,←+START

SPECIAL MOVES

Gadou-Ken
↓,↘,→+either punch

Damage: 12
The Gadou-Ken is a projectile that can be used in combos.

Koryu-Ken
→,↓,↘+either punch



Damage: 16-18
The general moves counter does not shell horizontally very much.

Dankuu-Kyaku
(when grounded or airborne)↓,↙,←+either kick

Damage: 14-16
Either version of the Dankuu-Kyaku can be used as a change-up since they both start with the same attack.

Premium Signature (low)
↓,↘,→+L Kick

Damage: 2 then 9
These two signature moves are done for a knockdown then combo of sorts.

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HYPER COMBOS

Premium Signature (high)
↓,↘,→+H Kick

Damage: 2 then 4

Again, these are more for amusement than practical value.

Shinku-Gadou-Ken
↓,↘,→+both punches

Damage: 16

The high-level projectile generated by this move only tra[vels] half the screen, and it does this very slowly.

Koryu-Reka
↓,↘,→+both kicks

Damage: 16

This double uppercut Hyper Combo has virtually no range, so you must be very close to connect with it.

Hissho-Buraiken
↓,↙,←+both kicks

Damage: 10

This is a close-range, 10-hit combo.

Chouhatsu-Densetsu
↓,↘,→,↓,↘,→+START

Damage: 7

This is a comical Hyper combo.

Otoko-Michi
H Punch, L Kick, ←, L Punchx2; requires three Hyper Bars to perform

Damage: 0

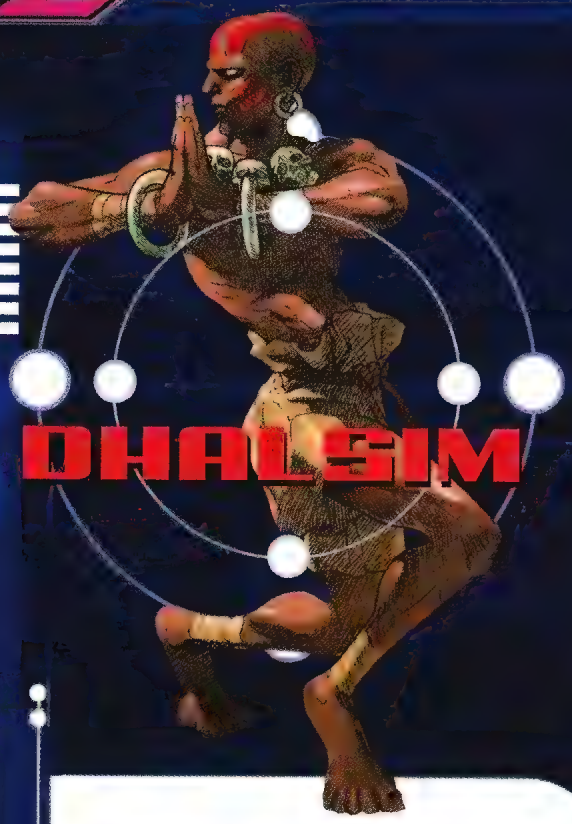
An extremely powerful Hyper Combo, it has a rather significa[nt] drawback – your life bar is emptied completely. You won't di[e] from using the move, even if you perform it with no life, but th[e] next hit will put Dan out of business.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Variety Type
Assist Attack	H Punch Gadou-Ken	H Punch Koryu-Ken	Premium Signature (high)
Counter	H Punch Gadou-Ken	H Punch Koryu-Ken	H Kick Dankyuu-Kyaku
D Hyper Combo	Shinku-Gadou-Ken	Koryu-Rekka	Hissho-Buraiken

COMBOS

* Punch, L Kickx2, Standing H Punch or H Punch Gadou-Ken
* Jumping L Kickx2, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch or H Kick Dankuu-Kyaku
* L Punch, L Kickx2, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch or H Kick Dankuu-Kyaku
* (opponent in corner) L Kickx3, H Punch Gadou-Ken, Shinku-Gadou-Ken



DHALSIM

Dhalsim's main advantage is that there's no other character really like him. He can attack from all sorts of angles and ranges, and even though he is not a combo machine, he can pick his opponents apart like the patient monk that he is.

MOVES LIST

THROWS

Yoga Smash
(when close) →,↘,↓,↙,←+H Punch

Yoga Through
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

↘+H Punch or Standing M Punch

SPECIAL ABILITIES

Air Dash
(when airborne) both punches

SPECIAL BASIC ATTACKS

Drill Kick
(when airborne) ↓+either kick

Damage: 3-12

Both versions of this are good air attacks if you mix them with the other aerial attacks at Dhalsim's disposal.

Drill Heading
(when airborne) ↓+H Punch

Damage: 12

Here's another aerial attack.

SPECIAL MOVES

Yoga Fire
(when grounded or airborne) ↓,↘,→+either punch

Damage: P4

This is a typical projectile attack. The Punch button you use determines the speed of the projectile.

Yoga Blast
→,↘,↓,↙,←+either kick

Damage: H-21

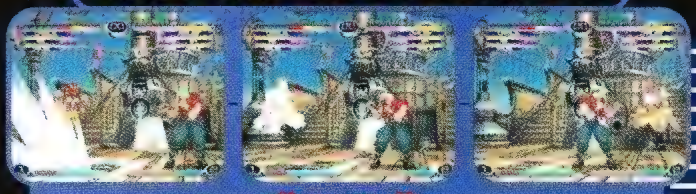
This is a good anti-air counter.

Yoga Flame
→,↘,↓,↙,←+either punch

Damage 18-21

Make your opponent respect your authority with this useful medium-range attack.

Yoga Teleport
→,↓,↘ or ←,↓,↙+both kicks or both punches



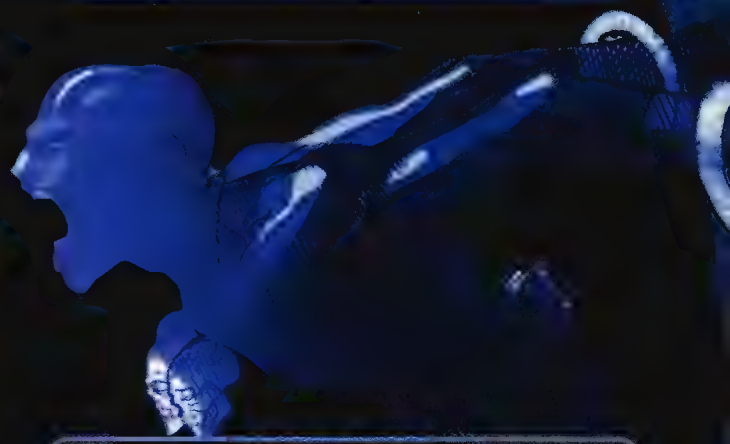
Damage: 0

Many strategies can be developed with the Yoga Teleport. Try using it when your opponent is committed to a move. Come from behind and hit hard.

Yoga Floating
↓,↙,←+both kicks

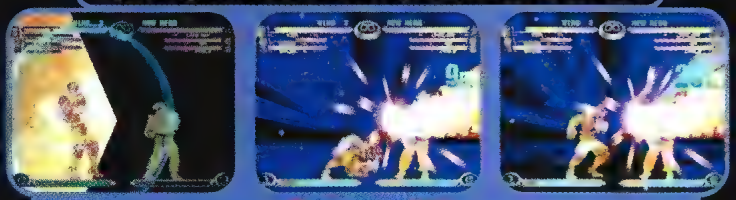
Damage: 0

Press any direction on the control pad to float in that direction. If you stay high enough, ground-level attacks are rendered useless against you during this move.



HYPER COMBOS

Yoga Inferno
(when grounded or airborne) ↓,↘,→+both punches



Damage: 46

This powerful projectile combo reaches across three-fourths of the screen.

Yoga Strike
↓,↘,→+both kicks

Damage: 50

This is an unblockable grab.

PARTNER ASSISTS

Assist	Projectile Type	Ground Type	Anti-Air Type
Assist Attack	H Punch Yoga Fire	L Punch Yoga Flame	L Kick Yoga Blast
Counter	H Punch Yoga Fire	H Punch Yoga Flame	H Kick Yoga Blast
D Hyper Combo	Yoga Inferno	Yoga Inferno	Yoga Inferno

COMBOS

* Standing L Punch, Standing L Kick, Standing H Kick
* ↘+H Punch, ↗, L Punch, L Kickx2, H Punch or H Punch Yoga Fire
* L Kick Drill Kick, Jumping L Punch, ↘+H Punch, ↗, L Punch, L Kickx2, H Punch or H Punch Yoga Fire
* Yoga Flame, Yoga Inferno
* ↘+H Punch or Standing L Punchx2, Yoga Strike

MOVES LIST

DR. DOOM™

Towering and ominous, Doctor Doom can easily intimidate his opposition. Height can be an advantage and a disadvantage, however. His size creates a large target for his opponents to hit. Pressure your opponents with his effective special moves and basic attacks.

THROWS

Beam Throw
(when close) ← or →+H Punch

Beat Throw
(when close) ← or →+H Kick

Air Beam Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

Air Beat Throw
(when close and airborne) any direction (except ↓ or ↑)+H Kick

LAUNCHER

(Crouching) H Punch, Standing M Kick, and ↘+H Kick

SPECIAL ABILITIES

Air Dash
(when airborne) both punches

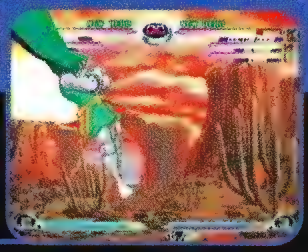
Flying
↓,↙,←+both kicks

SPECIAL BASIC ATTACKS

Attacking Nose Dive Kick
(when airborne) ↓+H Kick

Damage: 13

This is an alternative aerial attack.



SPECIAL MOVES

Photon Shot
(when grounded or airborne) →,↘,↓,↙,←+either punch

Damage: 6 per shot

On the ground this is a good counter if your opponent is coming toward you. In the air it is a good anti-ground attack to use against an opponent who likes to hit you in the air when you jump.

HYPER COMBOS

Electric Cage
↓,↘,→+both punches

Damage: 49

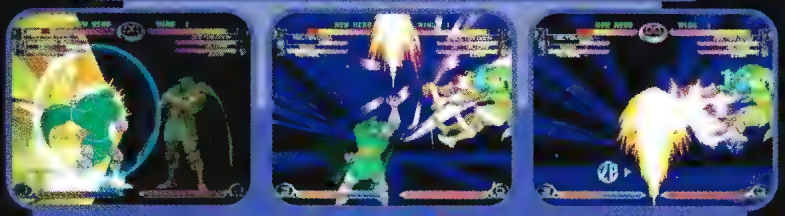
This Hyper Combo projectile throws your opponent in the air after it finishes. It is a good move to use when setting up brutal delayed Hyper Combos.

Photon Alley
(when grounded or airborne) →,↘,↓,↙,←+both punches

Damage: 61

This is a Hyper Combo version of the Photon Shot, which is useful in the same situations.

Sphere Flame
↓,↘,→+both kicks



Damage: 48

This is a very close-range anti-air counter.

Molecular Shield
→,↘,↓,↙,←+either kick

Damage: 39

This ground move counter grabs in a multiple projectile attack.

Plasma Beam
(when grounded or airborne)↓,↘,→+either punch

Damage: 44

This beam-based projectile attack is hard to avoid. Try to use this move to frustrate your opponent.

PARTNER ASSISTS

Assist	Variety Type	Anti-Air Type	Projectile Type
Assist Attack	Photon Shot	Molecular Shield	Plasma Beam
Counter	Photon Shot	Molecular Shield	Plasma Beam
D Hyper Combo	Photon Alley	Sphere Flame	Electric Cage

COMBOS

* Standing L Kick, Molecular Shield
* Jumping L Kick, Crouching L Kick, Crouching H Kick
* Jumping L Kickx2, Crouching H Punch, ↗, L Punchx2, L Kick, H Kick
* L Punch, Crouching L Kick, Crouching H Punch, ↗, L Punchx2, L Kick, H Kick
* Jumping L Kickx2, ↘+H Kick, ↗, L Punchx2, L Kick, Photon Alley

FELICIA

MOVES LIST

THROWS

Hell Cat
(when close)→,↘,↓,↙,←+either kick

Panic Nail
(when close) ← or →+H Punch

Tumble Cat
(when close) ← or →+H Kick

Flip Cat
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

↘+H Kick, or Standing H Kick

SPECIAL ABILITIES

Wall Clutch
(when airborne) press toward the wall (← or →) as you touch it

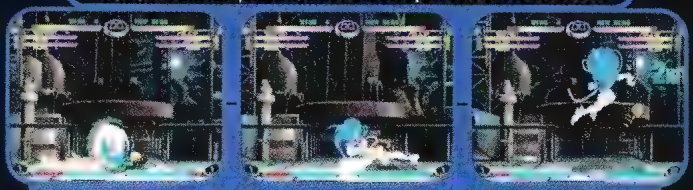
Felicia's strengths are her speed and good basic attacks, thereby making basic combinations easy. In addition, her strong Hyper Combos can catch opponents before they fall to the ground after a sweep.

SPECIAL MOVES

Delta Kick
(when grounded or airborne)→,↓,↘+either kick

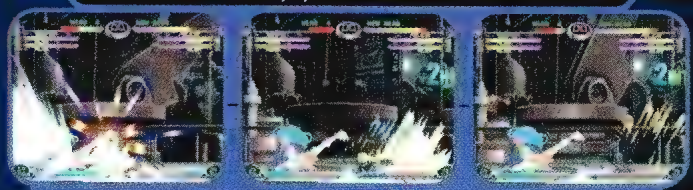
Damage: 16–20
Felicia hits as she rises as well as when she comes down.

Rolling Buckler
↓,↘,→+either punch, then either punch or either kick



Damage: 3 (just rolls), 11 (kick), 18 (L Punch), 25 (H Punch)
The final kick knocks opponents off their feet like the Crouching H Kick, and the same combos can be performed afterwards. The final H Punch can be used as an anti-air attack.

Sand Splash
↓,↘,→+either kick



Damage: 13–16
This is a medium-range projectile attack. If you hit with the actual dirt, the damage increases by two points.

Cat Spike
→,↓,↘+either punch

Damage: 13–16
The L Punch version can be used to approach your opponent, while the H Punch version can be used as a close general counter.

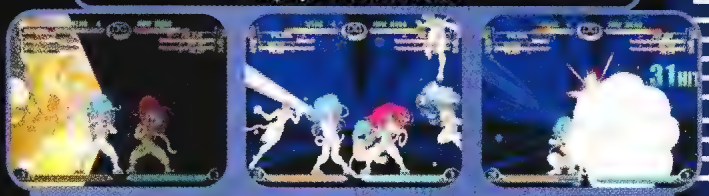
HYPER COMBOS

Dancing Flash
↓,↘,→+both punches

Damage: 480

This combination begins with a roll. Be careful because if it is blocked, you will be very vulnerable for a second.

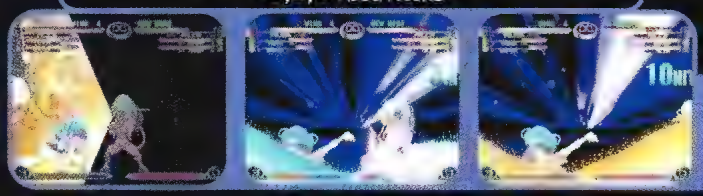
Please Help Me
↓,↙,←+both kicks



Damage: 53

Your Hyper Combo attacks surprise opponents. Some of Hinata's insane combos make this more.

Super Sand Splash
↓,↘,→+both kicks



Damage: 46

Opponents on the ground move back fast when you use this.

PARTNER ASSISTS

Assist	Expansion Type	Ground Type	Variety Type
Assist Attack	H Kick Delta Kick	H Kick Sand Splash	H Punch Cat Spike
Counter	H Kick Delta Kick	H Punch Cat Spike	H Kick Sand Splash
D Hyper Combo	Super Sand Splash	Super Sand Splash	Super Sand Splash

COMBOS

* L Punch, L Kickx2, Crouching H Kick
* L Punch, L Kick, L Punch, H Punch
* Crouching H Kick, Lightning Kick
* Jumping H Kick, Lightning Kick (air)
* Standing H Kick, ↗, L Punch, L Kickx2, H Kickx2
* Jumping H Punch, L Kickx2, Crouching H Kick, Senretsu-Kyaku
* Jumping L Punch, Jumping L Kickx2, Crouching L Kick, Crouching H Kick, Senretsu-Kyaku

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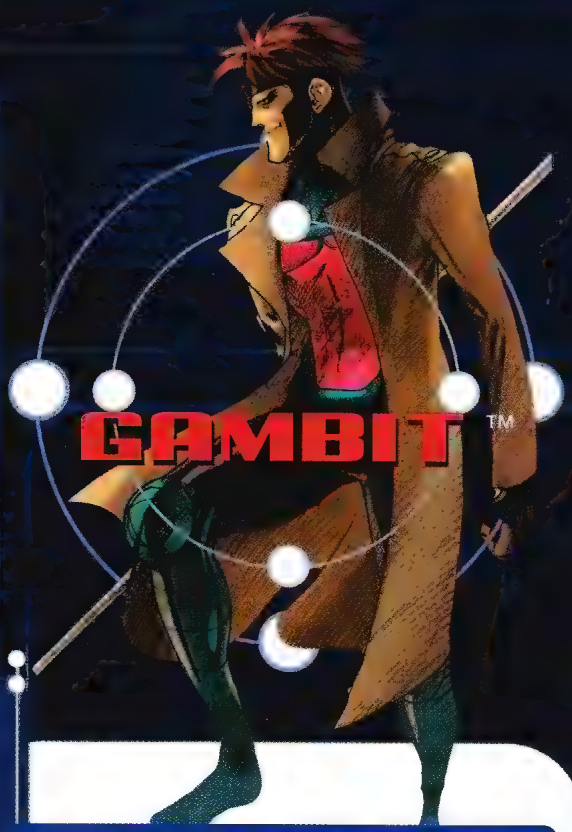
MOVES LIST



GAMBIT™

Gambit is both stylish and deadly, with a little flair sprinkled on top. He has a move selection that is both simple and sweet. He doesn't need much to win, because his moves are strong. His Cajun Strike and aerial projectile are two things that must be mastered to play him well.

THROWS

Charge Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

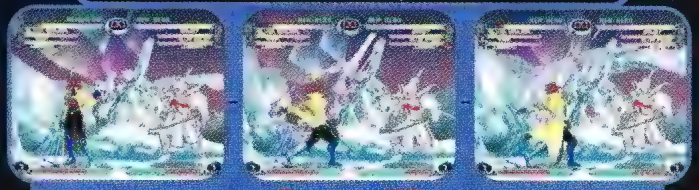
Crouching H Punch

SPECIAL MOVES

Kinetic Card
(when grounded or airborne) ↓,↘,→+either punch

Damage: 15
This hits like a beam projectile, since there is no travel time for the projectiles. The aerial version shoots down at an angle.

Trick Card
↓,↙,←+either punch

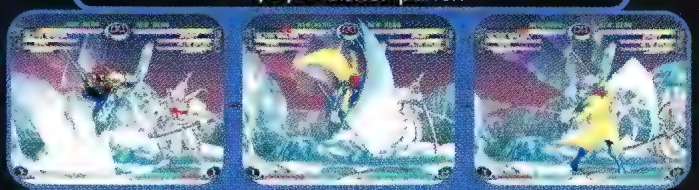


Damage: 12
This is the anti-air version of the Kinetic Card.

Cajun Strike
→,↓,↘+either punch

Damage: 10-26
The punch versions just bounce off the wall. You then have control over what Gambit does. The kick versions execute a Kneedrop Kick. If you hold away from the wall Gambit hits, he will jump to the opposite wall.

Cajun Slash
→,↓,↘+either punch

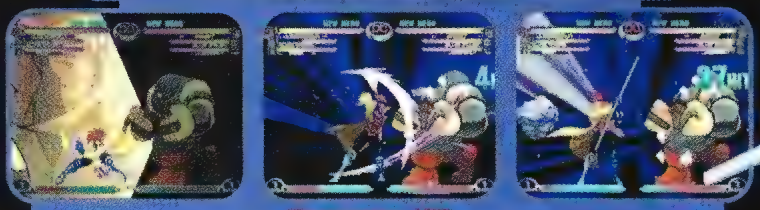


Damage: 10-26
This makes up for the somewhat slow animation of his projectile attack. The L Punch version is very quick.

HYPER COMBOS

Royal Flash

↓,↘,→+both punches



Damage: 49

Here's a nice, full, screen-length Hyper Combo projectile barrage.

Cajun Explosion

(forward) ↓,↘,→+both kicks, (back)↓,↙,←+both kicks

Damage: 43

This is a good counter for opponents trying to approach or pressure you from medium range.

PARTNER ASSISTS

Assist	Projectile Type	Expansion Type	Launcher Type
Assist Attack	H Punch Kinetic Card	L Punch Cajun Slash	Crouching H Punch
Counter	H Punch Kinetic Card	L Punch Cajun Slash	Crouching H Punch
D Hyper Combo	Royal Flash	Royal Flash	Royal Flash

COMBOS

* L Punchx2, L Kick, Standing H Punch
* Kinetic Card, L Punch Cajun Slash
* (opponent in corner)L Punchx2, L Kick, Standing H Punch, L Punch Cajun Slash
* L Punch, L Kick, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch
* Jumping H Punch, Jumping H Kick, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch
* Jumping H Punch, L Kickx2, Crouching H Kick, H Punch Cajun Slash

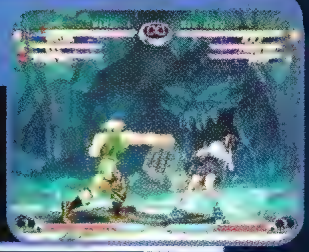
GUILE

Guile and Charlie have very similar fighting styles and moves, so if you know how to play one, you know how to play the other. Because you must hold ↙ to be ready to perform a Sonic Boom or Flash Kick at any time, you are primarily a defensive character. However, to play the character well, you must learn to play offensively with him.

Straight Punch
←+ H Punch

Damage: 13

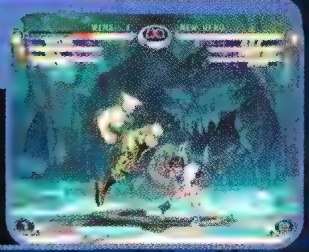
Use this when you need reach because the normal Standing H Punch is an uppercut.



Knee Bazooka
←+ L Kick

Damage: 13

Here's another way to advance or stay near your opponent while still charging for a Sonic Boom.



MOVES LIST

THROWS

Judo Through
(when close) ← or →+H Punch

Dragon Suplex
(when close) ← or →+H Kick

Flying Buster Drop
(when close and airborne) any direction (except ↓ or ↑)+H Kick

Flying Mare
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

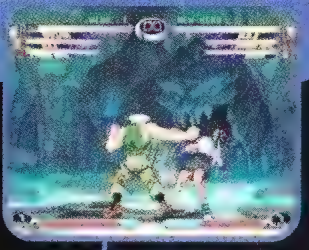
↘+ H Punch

SPECIAL BASIC ATTACKS

Spinning Back Knuckle
→+ H Punch

Damage: 13

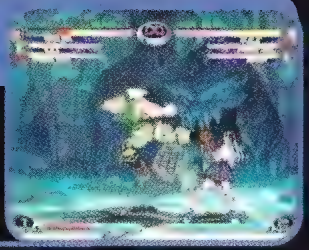
The classic situation for this move is after a clash of projectiles at close to medium range. Take a step forward and hit opponents with this before they can recover and block.



Rolling Power Kick
←+ H Kick

Damage: 13

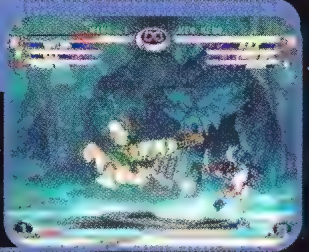
This doubles as a low attack counter and a way to advance while still charging for a Sonic Boom.



Reverse Spin Kick
→+ H Kick

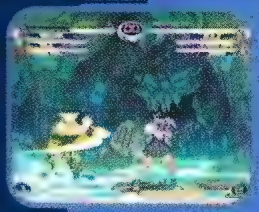
Damage: 13

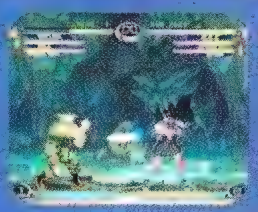
Guile's classic Standing H Kick, it can be used as a long reaching basic attack or a low attack counter.



SPECIAL MOVES

Sonic Boom
← (hold 1 second) →+either punch

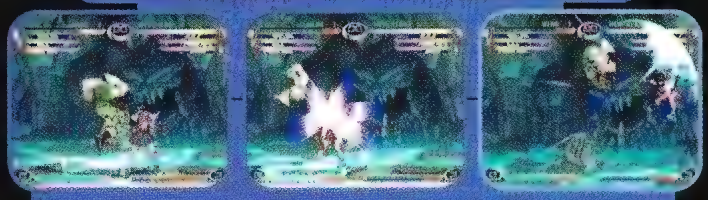




Damage: 13

One way to advance on your opponent is to throw an L Punch Sonic Boom and follow it in. It travels slowly and provides a bit of cover as you approach.

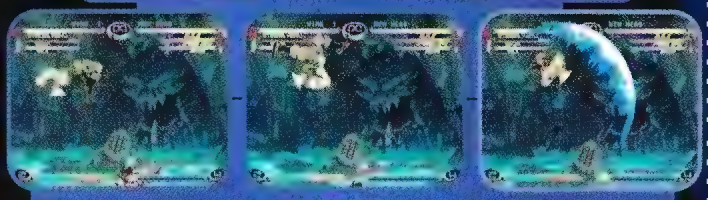
Somersault Kick
↓ (hold 1 second), ↑+either kick



Damage: 28-32

This general move counter releases a projectile upward.

Somersault Kick (air)
↓,↑+either kick



Damage: 28-32

This is an aerial general counter move.

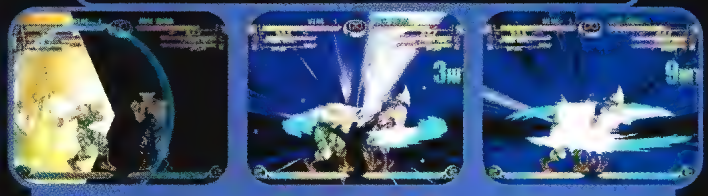
HYPER COMBOS

Somersault Strike
↓,↙,←+both kicks

Damage: 42

The classic design of the Flash Kick plus the addition of projectiles gives you an awesome general counter Hyper Combo.

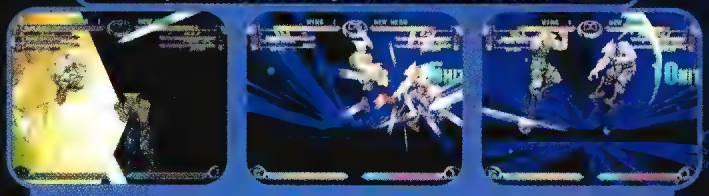
Sonic Boom Typhoon
↓,↘,→+both punches



Damage: 42

This is a solid close- to medium-range counter.

Crossfire Assault
(when airborne) ↓,↘,→+both kicks



Damage: 99

This is an aerial charging Hyper Combo.

PARTNER ASSISTS

Assist	Expansion Type	Ground Type	Variety Type
Assist Attack	H Kick Somersault Kick	H Punch Sonic Boom	H Punch Sonic Boom
Counter	H Kick Somersault Kick	H Punch Sonic Boom	H Kick Somersault Kick
D Hyper Combo	Somersault Strike	Sonic Boom Typhoon	Sonic Boom Typhoon

COMBOS

* Jumping H Punch or H Kick, L Kick, H Kick
* Jumping H Punch, L Kickx2, Rolling Power Kick
* Jumping H Punch, Crouching L Punch, Crouching L Kick, H Kick Somersault Kick
* Jumping H Kick, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch or Crossfire Assault
* Jumping L Kick, Jumping H Punch, Crouching L Kickx2, Somersault Strike
* Jumping H Kick, Crouching L Punch, Crouching L Kick, H Punch Sonic Boom, Sonic Boom Typhoon

MOVES LIST

HAYATO

Hayato seems like he would be very fast, and he is, with his sword. His walking speed is quite normal, however. This, and the fact that he has no projectiles, makes Hayato a close-range fighter who must use his ranging sword attacks to overwhelm his opponents.

THROWS

Sword Throw
(when close) ← or →+H Punch

Midair Trampling Throw
(when close and airborne) any direction (except ↓ or ↑)+H Kick

LAUNCHER

Crouching H Punch

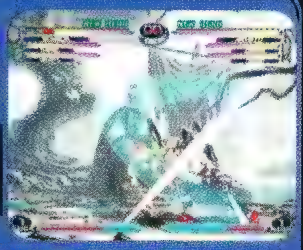
SPECIAL BASIC ATTACKS

Kohou
→+H Punch

Damage: 13
This is a low-level attack counter

Souryuu
(after a dashing H Punch hits) H Punch

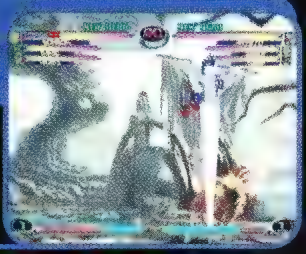
Damage: 10
This is a cool dashing combination.



Many Kicks can be used in Combos. The remaining Kicks can be executed from a Crouching opponent, right behind a Target Combo or Variable Combo.

Shita-Zuki
(when airborne) ↓+H Kick

Damage: 12
This is a simple sword dive, but if you use it to alter where you land from a jump, it can be very strategic.



SPECIAL MOVES

Kinetic Card
(when grounded or airborne) ↓,↘,→+either punch

Damage: 15
This hits like a beam projectile, since there is no travel time for the projectiles. The aerial version shoots down at an angle.

Siden
↓,↘,→+either punch

Damage: 15
Here's a charging double slice.

Byakkohou
←,→+both punches

Damage: 20
In this special move throw, you are left vulnerable for a second if you miss.

Guren
(when grounded or airborne) →,↓,↘+either punch

Damage: M, 29

This is a tricky general counter to use. The L Punch version travels straight up and is for short-range counters. The H Punch version runs forward before the uppercut. While running you're vulnerable.

Plasma Combo Series One
←+L Punch, L Punchx3; ←+L Punch, L Punch, H Punch, H Kick, L Punchx2; ←+L Punch, L Punchx2, H Kick, L Punchx2

Damage: 19, 32, 32

Built-in combos are always good to have, and Hayato has a good selection.

Plasma Combo Series Two
←+H Punch, L Punch, H Punchx3; ←+H Punch, L Punch, H Punch, L Kick, H Punch

Damage: 30 For both

Here's another built-in combo.

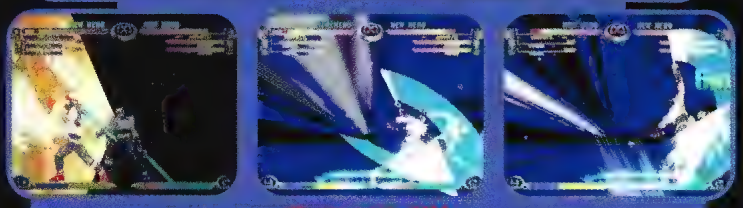
HYPER COMBOS

Engetu
↓,↘,→+both kicks

Damage: 48

This anti-air slash followed by a series of explosions juggles your opponents if they are countered with it.

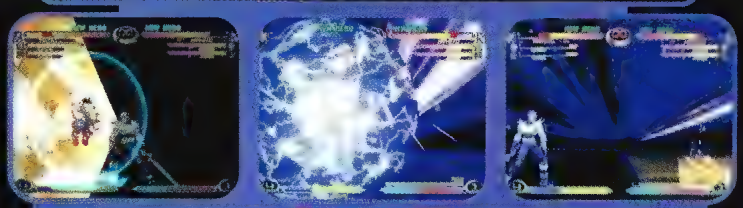
Rasetuzan
↓,↘,→+both punches



Damage: 40

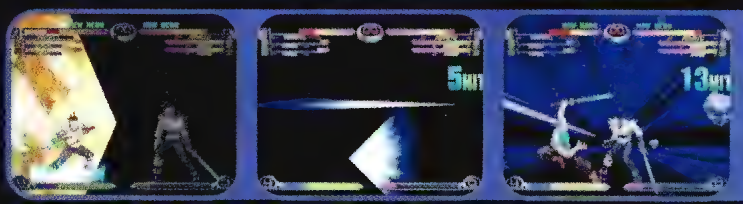
This charging combination begins with a stab that has good reach.

Plasma Field
↓,↙,←+both kicks



Damage: 0

This bar of energy temporarily gives Hayato the power of infinite Hyper Combo energy if it hits his opponent.



Ura-Rasetsu-Giri
L Punch, H Punch, ←, L Kick, H Kick; requires three Hyper Bars

Damage: 50

This charging Hyper Combo is expensive if you miss, but it is unblockable after you have hit with the Plasma Field.

PARTNER ASSISTS

Assist	Expansion Type	Anti-Air Type	Balance Type
Assist Attack	H Punch Siden	H Punch Guren	H Punch Siden
Counter	H Punch Siden	H Punch Guren	H Punch Guren
D Hyper Combo	Rasetuzan	Engetu	Engetu

COMBOS

* L Kickx2, Standing H Kick, H Punch Siden
* Jumping H Punch, Plasma Combo
* Byakkohou, Engetu
* ←+L Punchx3, H Kick, L Punch, Engetu
* Jumping L Kickx2, L Kickx2, Standing H Punch, H Punch Siden
* Jumping L Kick, Jumping H Kick, Crouching L Kick, Crouching H Punch, ↗, L Punch, L Kickx2, H Kick or Guren
* Jumping L Kickx2, L Kickx2, Standing H Punch, Engetu or Rasetuzan

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

Crouching H Punch

SPECIAL ABILITIES

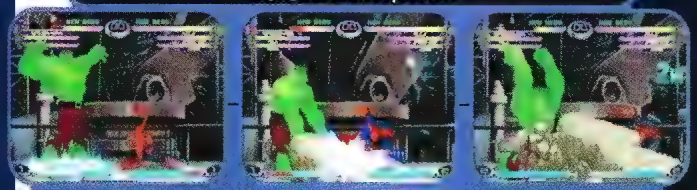
Super Armor
Hulk can absorb hits without being stunned or staggered.

Shaving
Hulk can shave his opponent's life when he or she blocks his basic attacks.

The Hulk gets the job done in the fewest hits possible. Patience and anticipation are needed when playing Hulk. Carefully work your way inside, then give your opponent a gamma beat-down.

SPECIAL MOVES

Gamma Slam
↓,↘,→+either punch



Damage: 16-38
This projectile's main weakness is that it is very easy to jump over.

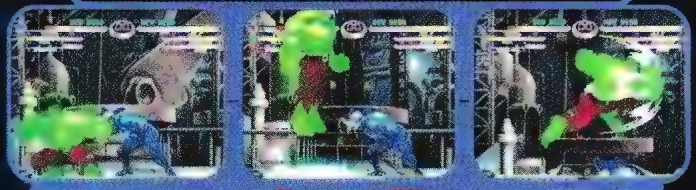
Gamma Tornado
→,↘,↓,↙,←+either punch

Damage: 29-38
This throw reaches almost half the screen. Use this well, and your opponent will be forced to change styles to avoid it, giving you opportunities to use Hulk's other moves.

Gamma Charge (ground)
←(hold 1 second), →+either kick

Damage: 36
You can redirect Hulk's trajectory once during this move in order to do a combo, land close to your opponent, or retreat.

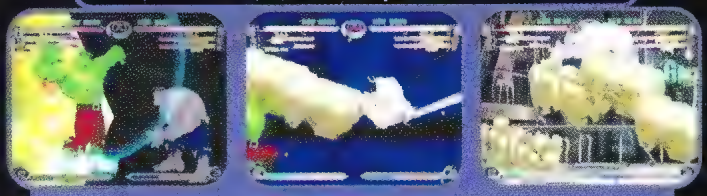
Gamma Charge (air)
↓(hold 1 second), ↑+either kick



Damage: 36
Same as the previous move except that the first charge is directed upward.

HYPER COMBOS

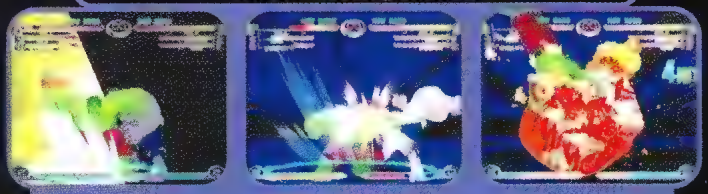
Gamma Wave
↓,↘,→+both punches



Damage: 55

This Hyper Gamma Wave crosses most of the fighting arena.

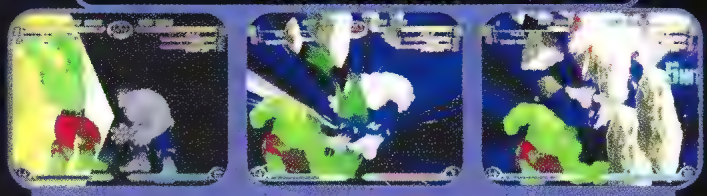
Gamma Crush
↓,↙,←+both punches



Damage: 58

If Hulk has his opponent on the way into space, then the second hit will most likely result in a combo, making this a good close-range counter move.

Gamma Quake
↓,↘,→+both kicks



Damage: 59

This is the Hulk's medium-range counter. It covers ground and screams thrusts.

PARTNER ASSISTS

Assist	Ground Type	Dash Type	Anti-Air Type
Assist Attack	L Punch Gamma Slam	L Kick Gamma Charge (ground)	Gamma Charge (diagonal)
Counter	L Punch Gamma Slam	L Kick Gamma Charge (ground)	L Kick Gamma Charge (air)
D Hyper Combo	Gamma Wave	Gamma Crush	Gamma Quake

COMBOS

* Jumping H Kick, Crouching L Punchx2
* Jumping H Kick, Crouching L Punch, Gamma Tornado
* Jumping H Kick, Crouching L Kick, L Kick Gamma Charge (ground), redirect to hit again (usually ↗+L Kick)
* Jumping L Kickx2, Crouching L Punchx2, L Kick Gamma Charge (ground), redirect to hit again (usually ↗+L Kick)
* Jumping H Kick, Crouching L Kickx2, H Kick Gamma Charge (ground), Gamma Quake

MOVES LIST

ICEMAN™

Like ice on a wet tray, Iceman slips and slides around arenas with ease. He is a fast character with effective basic attacks and a beam projectile that suits him well. He's especially strong against characters who use beam projectiles, due to his reflective ice shield.

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓or ↑)+H Punch

LAUNCHER

Crouching H Kick

SPECIAL ABILITIES

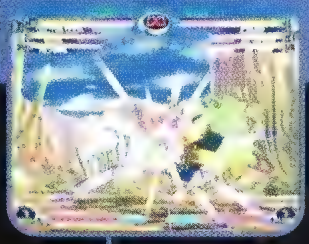
Beam Tolerance
Iceman does not suffer guard damage when defending against beam attacks.

SPECIAL BASIC ATTACKS

Beat Punch
(when airborne) ↓+H Punch

Damage: 10

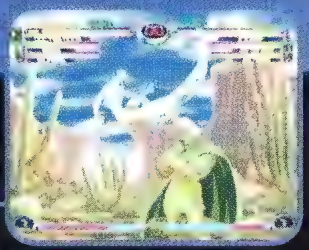
The only benefit of this weak projectile is that physical anti-air measures from your opponent can be stuffed without taking damage yourself.



Shake Off Kick
(when airborne) ↓+H Kick

Damage: 13

This is a good counterattack against airborne opponents.



SPECIAL MOVES

Ice Beam
(when grounded or airborne) ↓,↘,→+either punch

Damage: 15

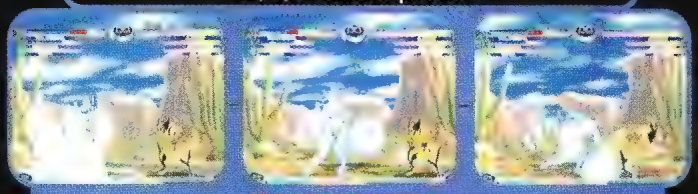
The L Punch version goes straight across the screen, while the H Punch version is an anti-air counter.

Avalanche
(when grounded or airborne) ↓,↘,→+either kick

Damage: 20

This is another anti-air counter that can prevent air attacks from hitting more than a few feet off the ground. It also doubles as an attack against grounded targets.

Ice Fist
↓,↙,←+either punch

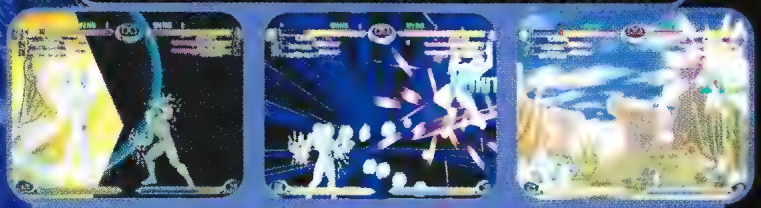


Damage: varies

The add damage to your Punch attacks (for example, Standing H Punch goes from 15 to 20)

HYPER COMBOS

Arctic Attack
(when grounded or airborne) ↓,↘,→+both punches



Damage: 60

Iceman has only one Hyper Combo, but it is a solid offensive one that does damage to your opponent.

PARTNER ASSISTS

Assist	Projectile Type	Variety Type	Launcher Type
Assist Attack	L Punch Ice Beam	L Kick Avalanche	L Punch Ice Beam
Counter	L Punch Ice Beam	L Kick Avalanche	L Kick Avalanche
D Hyper Combo	Arctic Assault	Arctic Assault	Arctic Assault

COMBOS

* L Punch, L Kick, Standing H Punch, L Punch Ice Beam
* L Punch, Crouching H Kick, ↗, L Punch, L Kick ↗, H Punch Ice Beam
* Jumping L Kick, Jumping H Kick (while still in the air), L Punch, Crouching H Kick, ↗, L Punch, L Kick ↗, H Punch

IRON MAN™

Iron Man plays a little oddly. He is definitely different from everyone else in the game, but once you get used to his moves, you can play and win with him comfortably. His weaknesses are his lack of a good general counter move and a very short-range launcher.

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Dash Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

↘+H Kick or Standing H Kick

SPECIAL ABILITIES

Air Dash
(when airborne) both punches

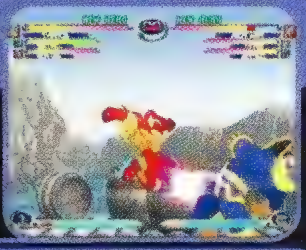
Flying
↓,↙,←+both kicks

SPECIAL BASIC ATTACKS

Nosedive Kick
(when airborne) ↓+H Kick

Damage: 12

Iron Man bounces away from his opponent when this alternate aerial attack connects.



Beat Punch
(when airborne) ↓+H Punch

Damage: 13

Use this alternate aerial attack to counter anti-air measures from your opponent.

Throw Up Punch
(when airborne) ↑+H Punch

Damage: 13

This alternate aerial attack can be used to hit airborne opponents in front and above you.

Throw Up Kick
(when airborne) ↑+H Kick

Damage: 13

This alternate aerial attack can be used to hit airborne opponents over you.

SPECIAL MOVES

Uni-Beam
(when grounded or airborne) ↓,↘,→+either punch

Damage: 12-11

This is a high beam-based projectile. Beware, the recovery from the H Punch version is pretty slow.

Repulsor Blast
→,↘,↓,↙,←+either punch

Damage: 29–36

In this awkward general move counter the repulsor rays shoot up and forward at first, then they recede and shoot down and forward (90 degrees clockwise from the earlier ray). This repeats until all four diagonals have been covered. In short, this move is an anti-air counter, even a ground attack counter. After that is just recovery time in most situations.

Smart Bomb
(when grounded or airborne) H Punch + L Kick

Damage: 18

This unusual projectile attack is useful in medium-range ground level battles, or when airborne, to punish a projectile-happy opponent.

HYPER COMBOS

Proto Cannon
↓,↘,→+both punches

Damage: 55

This Hyper Uni-Beam has two benefits. One, it is high level and thick, so it is hard to jump over. Two, the cannon can hit close-range opponents as it drops into Iron Man's hand. This allows it to be used as a counter against standing or airborne opponents.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Launcher Type
Assist Attack	L Punch Uni-Beam	H Punch Repulsor Blast	Standing H Kick
Counter	L Punch Uni-Beam	H Punch Repulsor Blast	Standing H Kick
D Hyper Combo	Proto Cannon	Proto Cannon	Proto Cannon

COMBOS

* Jumping H Punch, L Punchx2, L Kick
* Jumping H Kick, L Punch, L Kick, Crouching H Kick
* L Kick, Crouching L Punch, Uni-Beam or Repulsor Blast
* L Punch, L Kick, Standing H Kick, ↗, L Punch, L Kickx2, H Kick
* Jumping H Kick, Standing H Kick, ↗, L Punch, L Kickx2, H Kick
* Smart Bomb (air, both bomb streams must hit), Proto Cannon

MOVES LIST

Resident Evil fanatics can have great fun with Jill because of her cool "undead" projectiles. Good use of Jill's projectiles causes your opponents all sorts of problems. In addition, Jill has the ability to slightly control two of her special moves. A skilled player can make good use of this ability.

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

↘+H Punch

SPECIAL MOVES

Cerberus Escape
↓,↙,←+either kick

Damage: 15
This sends an undead dog running across the screen. This can be used, along with the Crow Escape, to protect one of your slow-moving zombies.

Crow Escape
↓,↘,→+L Kick

Damage: varies
An anti-air counter that covers most of the high half of the screen, this can be used, along with the Cerberus Escape, to protect one of your slow-moving zombies.

Zombie Escape
↓,→+H Kick

Damage: 21-8%
The L Punch version sends a zombie that grabs your opponent for a couple of seconds (if it falls near your opponent's feet, it will grab low). The H Punch version sends a flaming zombie that does not grab. Neither version can be blocked.

Charging S.T.A.R.S.
(when grounded or airborne) ↓,↘,→+either punch (hold)

Damage: 10–60+

This is a charging move. The H Punch version can be charged for a long period of time, and during that time the damage and number of hits it can produce increases. There is a visual sign when Jill is charging.

Grenade Launcher
→,↓,↘+either punch (hold)

Damage: 10

This is an anti-air projectile. After performing the move, hold the Punch button; releasing it causes the grenade to explode.

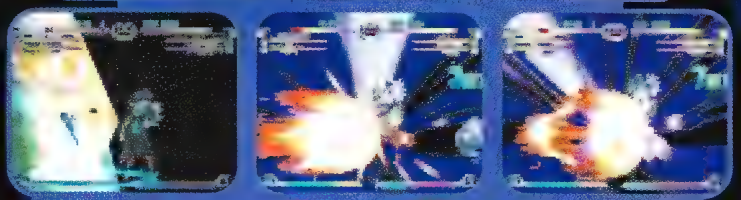
Return Fire
→,↘,↓,↙,←+either punch

Damage: 11

This attack counter plays out a built-in combo if your opponent touches Jill with a high or low physical attack while she blinks.

HYPER COMBOS

Hyper Charging S.T.A.R.S
(when grounded or airborne) ↓,↘,→+both punches



Damage: 46

This is a charging Hyper Combo.

Tyrant Escape
↓,↙,←+both kicks

Damage: 32

This is a very cool close- to medium-range, built-in combo. Note that this can be blocked.

Rocket Launcher
↓,↘,→+both kicks

Damage: 44

This is a high-level bazooka barrage.

PARTNER ASSISTS

Assist	Heal Type	Dash Type	Projectile Type
Assist Attack	Life Up	H Punch Charging S.T.A.R.S.	H Punch Grenade Launcher
Counter Crow	Zombie Escape	H Punch Charging S.T.A.R.S.	H Punch Grenade Launcher
D Hyper Combo	Rocket Launcher	Hyper Charging S.T.A.R.S.	Rocket Launcher

COMBOS

* Crouching H Kick, H Punch Charging S.T.A.R.S.
* ↘+H Punch, ↗, L Punchx2, L Kick, H Punch
* Jumping L Kickx2, Standing L Kickx2, Standing H Punch
* Jumping L Kickx2, Rocket Launcher
* Crouching L Punch, Crouching L Kick, Crouching H Kick, L Punch Charging S.T.A.R.S., Hyper Charging S.T.A.R.S.
* Jumping L Punch, Jumping L Kick, Standing L Kick, Standing H Punch, Hyper Charging S.T.A.R.S.
* (With your opponent in the corner) Jumping L Kickx2, L Punch, ↘+H Punch, ↗, L Punch, L Kickx2, Charging S.T.A.R.S., Hyper Charging S.T.A.R.S

MOVES LIST

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

↘+ H Punch, or Standing M Punch

SPECIAL BASIC ATTACKS

Drill Kick
(when airborne) ↓+H Kick

Damage: 15

This is an alternate aerial attack

SPECIAL MOVES

Jin Tornado
←(hold 1 second), →+either punch

Damage: 23-33

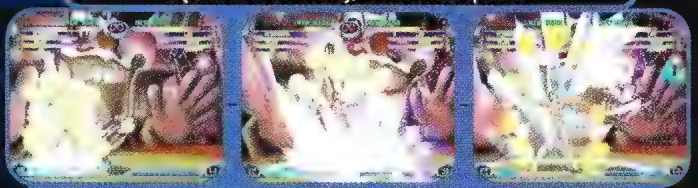
The charging move is high enough to be used as an anti-air move.

Jin Crash
→,↘,↓,↙,←+either kick

Damage: 29

If timed right, Jin can grab opponents as they attack, so this is a useful counter move.

Jin Dynamite
↓(hold 1 second), ↑+either punch



Damage: 23

This is a good, although somewhat embarrassing, general counter move.

HYPER COMBOS

Blodia Punch
↓,↘,→+both punches

Damage: 40

If only one set's punch hits, the combo does 34 damage. This can be used as a ground-level counter.

Blodia Vulcan
↓,↙,←+both punches

Damage: 51

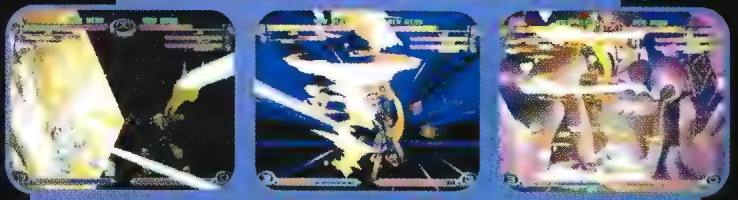
The first burst of gunfire hits the middle of the screen on the ground. This is usually where you want your opponent to be when you use this.

Jin Fire
(while taunting) press both punches rapidly

Damage: 9

During Jin's taunt, he lights himself on fire. You're going red [illegible]. Your opponent takes damage if they touch the upper parts of Jin's body.

Jin Cyclone
↓,↘,→+both kicks



Damage: 50

This a close-range general move counter.

PARTNER ASSIST

Assist	Expansion Type	Anti-Air Type	Launcher Type
Assist Attack	L Punch Jin Tornado	H Punch Jin Dynamite	Standing H Punch
Counter	H Punch Jin Tornado	H Punch Jin Dynamite	Standing H Punch
D Hyper Combo	Jin Cyclone	Blodia Punch	Blodia Punch

COMBOS

* Jumping H Kick, Standing L Kickx2
* Jumping H Kick, Standing L Kick, Blodia Punch
* Standing L Punchx2, Jin Tornado or Jin Cyclone
* Jumping H Punch, Standing L Punchx2, Jin Dynamite
* Jumping H Punch, Crouching H Punch, ↗, L Punch, L Kick, H Kick
* Jumping L Punchx2, Standing L Punchx2, ↗, L Punch, L Kickx2, Drill Kick

MOVES LIST

JUGGERNAUT™

As the most massive playable character in the game, Juggernaut needs the fewest hits of anyone to put away his enemies. Keep in mind that you are just a huge target when you are far away, but when you're in the middle of the screen or closer, your opponent has no place to hide.

THROWS

Head Butt
(when close) ← or →+H Punch

Over Throw
(when close) ← or →+ H Kick

Air Throw
(when close and airborne) any direction except ↓ or ↑+ H Punch

LAUNCHER

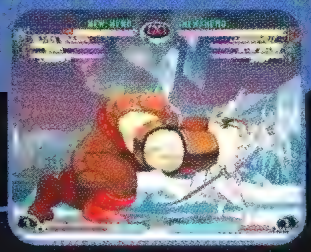
Crouching H Punch

SPECIAL BASIC ATTACKS

Double Arm Strike
→+ H Punch

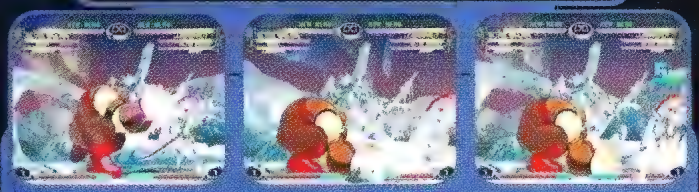
Damage: 20

This is a far-reaching physical attack.



SPECIAL MOVES

Earthquake Punch
→,↘,↓+ either punch



Damage: 18-25

This short-range, low-level projectile starts with an attack, which makes it useful.

Juggernaut Punch
←,↙,↓,↘,→+ either punch

Damage: 20-38

This is a combination ankle-grab counter, ranged attack, and charging move.

Body Slam
(when grounded or airborne) ←,↙,↓,↘,→+ either kick

Damage: 18-22

This comes in handy as a ground move counter and alternate jump attack. Also, it adds distance to Juggernaut's jump, and it allows him to jump back then change direction in midair.

Cytorak Power-Up
→,↓,↘+ both punches

Damage: Varies

After Juggernaut uses this move, his next attack is powered up. For example, the Double Arm Strike does 30 damage when powered up. Just be careful not to perform a Juggernaut Head Crush instead.

HYPER COMBO

Juggernaut Head Crush
↓,↘,→+ both punches

Damage: 58

This is a very damaging Unique Hyper Combo.

PARTNER ASSISTS

Assist	Ground Type	Dash Type	Variety Type
Assist Attack	H Punch Earthquake Punch	H Punch Juggernaut Punch	H Kick Body Slam
Counter	H Punch Earthquake Punch	H Punch Juggernaut Punch	H Kick Body Slam
D Hyper Combo	Juggernaut Head Crush	Juggernaut Head Crush	Juggernaut Head Crush

COMBOS

* Jumping H Punch, Standing L Punchx2
* Jumping H Punch, Crouching H Punch, ↗, L Punch, L Kick, H Punch
* Over Throw, Juggernaut Head Crush
* Cytorak Power-Up, Jumping H Punch, Standing L Punchx2, Juggernaut Head Crush

KEN

Ken is an aggressive, close-range fighting specialist. Players achieve the best results if they play intuitively and aggressively at medium and close range.

MOVES LIST

THROWS

Jigoku-Guruma
(when close) ← or →+H Punch

Tsukami-Hiza-Geri
(when close) ← or →+H Kick

Jigoku-Guruma (air)
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

Crouching H Punch

SPECIAL BASIC ATTACKS

Inazuma-Kakato-Drop
→+H Kick

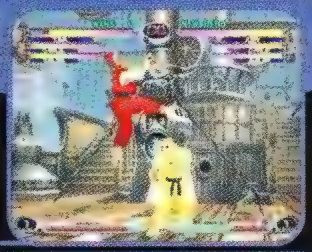
Damage: 13

This attack cannot be blocked low.

Sempuu-Kyaku (air)
(when airborne) ↑+H Kick

Damage: 13

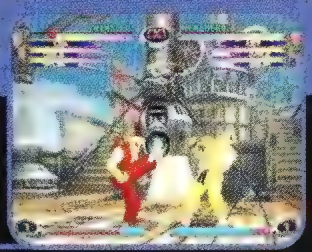
This is an alternative aerial attack.



Mae-Geri
(after a jumping L Kick hits) ↑+L Kick

Damage: 7

This is an alternate Jumping M Kick.



SPECIAL MOVES

Hadou-Ken
(when grounded or airborne) ↓,↘,→+either punch

Damage: 12

Ken's projectiles only travel about half the length of the screen, further reinforcing his close-range design.

Shoryu-Ken
(when grounded or airborne) →,↓,↘+either punch

Damage: 20-36

Here's a typical general move counter.

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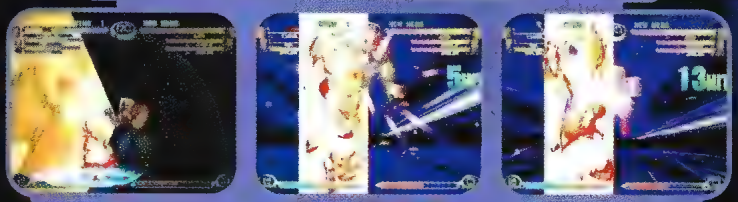
HYPER COMBOS

Shoryu-Reppa
↓,↘,→+both punches

Damage: 46

This emerging Hyper Combo quickly crosses the entire screen, making it great for combos and general counters.

Shinryu-Ken
↓,↘,→+both kicks



Damage: 43

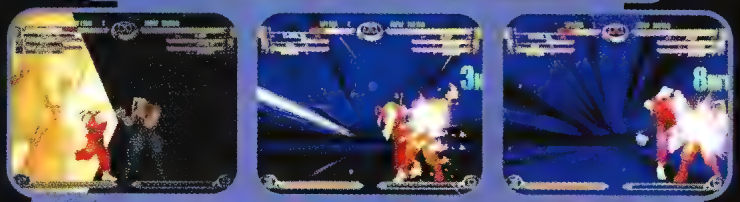
This is a close-range general move counter.

Tatsumaki-Sempuu-Kyaku
↓,↙,←+either kick

Damage: 18-22

Ken's "spin kick" travels at an upward angle. The H Kick version travels at such a high angle that it can be used as an anti-air counter.

Shippa-Jinrai-Kyaku
↓,↙,←+both kicks



Damage: 46

This move is similar to the Shoryu-Reppa in damage and use. It can be used as a counter move. The difference is that this can only counter ground-level attacks.

PARTNER ASSISTS

Assist	Anti-Air Type	Projectile Type	Expansion Type
Assist Attack	H Punch Shoryu-Ken	H Punch Hadou-Ken	H Kick Tatsumaki-Sempuu-Kyaku
Counter	H Punch Shoryu-Ken	H Punch Hadou-Ken	H Kick Tatsumaki-Sempuu-Kyaku
D Hyper Combo	Shinryu-Ken	Shoryu-Reppa	Shoryu-Reppa

COMBOS

* Crouching H Punch, ↗, L Punch, L Kickx2, H Kick or Tatsumaki-Sempuu-Kyaku or Hadou-Ken
* Jumping H Kick, Standing L Kickx2, Tatsumaki-Sempuu-Kyaku
* Jumping H Kick, Crouching L Punch, Crouching L Kick, Shoryu-Reppa
* Jumping H Kick, Standing H Punch, H Punch Hadou-Ken, Shoryu-Reppa
* Jumping L Kick, Jumping H Kick, Standing H Punch, Shippa-Jinrai-Kyaku
* Jumping L Kick, Jumping H Kick, Crouching L Kick, Crouching H Kick, Shoryu-Reppa

MOVES LIST

MAGNETO™

Magneto is a powerful character who works well in multiple combos. He has three different launchers and special moves that grab and hold his opponents, so he is designed to unleash combinations. Another strength is that, even though he's big, he's none-the-less very fast.

THROWS

Metal Hardening Throw
(when close) ← or →+H Punch

Blown Away Throw
(when close) ← or →+ H Kick

Air Metal Hardening Throw
(when close and airborne) any direction except ↓ or ↑+ H Punch

Air Blown Away Throw
(when close and airborne) any direction (except ↓ or ↑)+H Kick

LAUNCHERS

Crouching H Punch, Standing H Kick, or Standing M Punch

SPECIAL ABILITIES

Flying
↓,↙,←+both kicks

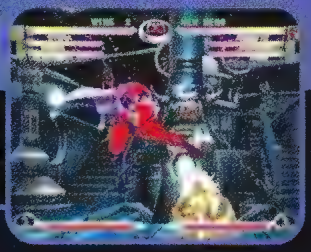
Air Dash
(when airborne) both punches

SPECIAL BASIC ATTACK

Jumping Leg Sweep
(when airborne) ↓+L Kick

Damage: 4

This is an alternate aerial attack.



SPECIAL MOVES

E-M Disruptor
(when grounded or airborne) ←,↙,↓,↘,→+either punch

Damage: 18-25

This is a high-level beam projectile.

Magnetic Blast
(when airborne) ↑,↗,→+either punch

Damage: 11

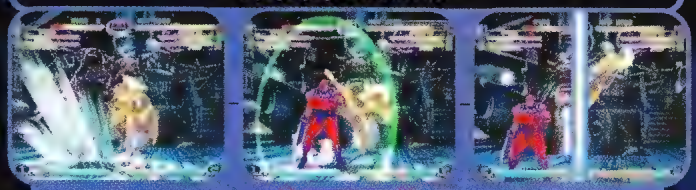
An aerial projectile that fires at a downward angle. Always good to have, since it can easily stomp on your opponent's other measures.

Hyper Gravitation
→,↘,↓,↙,←+either kick

Damage: 12

This great projectile not only holds opponents defenseless for a brief period of time, but brings them right next to you as well.

Magnetic Force Field
←,↙,↓,↘,→+either kick

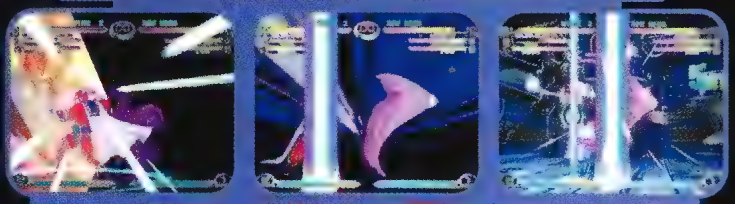


Damage: 16

This counters physical attacks that touch Magneto's field.

HYPER COMBOS

Magnetic Shockwave
↓,↘,→+both punches



Damage: 30

This well-designed Hyper Combo can counter your opponent anywhere except behind you.

Magnetic Tempest
(when grounded or airborne) ↓,↘,→+both kicks

Damage: 48

This projectile Hyper Combo covers most of the screen, but is most effective at close range since the projectile onslaught is most concentrated there.

PARTNER ASSISTS

Assist	Projectile Type	Capture Type	Launcher Type
Assist Attack	H Punch E-M Disruptor	H Kick Hyper Gravitation	Crouching H Punch
Counter	H Punch E-M Disruptor	H Kick Hyper Gravitation	Crouching H Punch
D Hyper Combo	Magnetic Shockwave	Magnetic Tempest	Magnetic Tempest

COMBOS

* Standing L Kickx2, E-M Disruptor
* Jumping H Punch, Jumping H Kick, Standing H Kick
* Hyper Gravitation, Standing L Punchx2, Magnetic Shockwave
* Jumping H Punch, Jumping H Kick, L Punch, L Kick, E-M Disruptor
* Metal Hardening Throw, dash forward, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch or E-M Disruptor
* Jumping H Punch, Crouching L Kick, Crouching H Kick, Magnetic Shockwave

MARROW™

Marrow is fast and unorthodox. She has the speed to strike her opponent with many hits in a combo, and she must do just that to make up for her low strength. You must also think ahead when playing Marrow since she is designed to succeed strategically rather than with direct attacks.

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+ H Punch

LAUNCHER

Crouching H Punch

SPECIAL ABILITIES

Triangle Jump
(when airborne and touching the left wall) ↘ or → or ↗;
(when airborne and touching the right wall) ↙ or ← or ↖

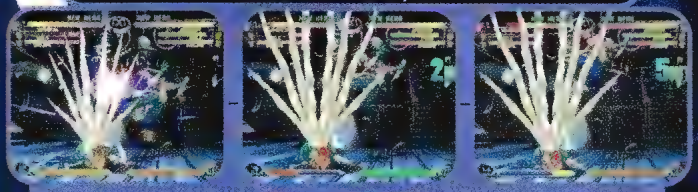
Double Jump
(when airborne) ↖ or ↑or ↗

SPECIAL MOVES

Bone-Rang
(when grounded or airborne) ↓,↘,→+either punch

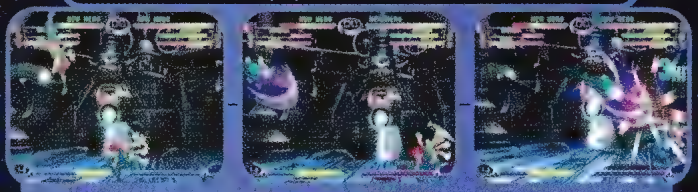
Damage: 15
The button used varies the angle Marrow throws the bone. The screenshots show, in this order: L Punch, H Punch, (airborne) L Punch, (airborne) H Punch, the different versions.

Towering Spine
→,↓,↘+either punch



Damage: 20
This is a powerful move counter with a wide area of contact.

Ricochet Slash
↓,↙,←+either kick



Damage: 15-18
This is an indirect projectile counter and approaching move.

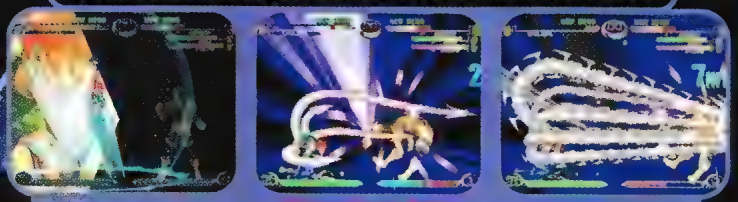
Ride & Slash
→,↘,↓,↙,←+either punch

Damage: 2-3

This is essentially a jumping grab, but it can be blocked high.

HYPER COMBOS

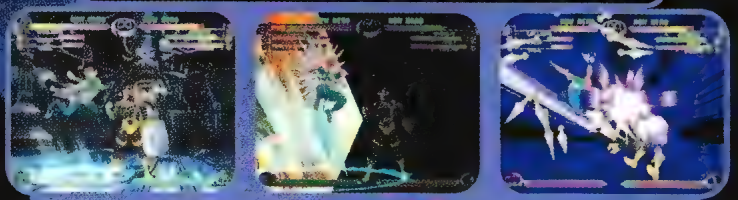
Stinger Bones
(when close and grounded) ↓,↘,→+both punches



Damage: 4-6

This move is most effective against close, grounded opponents – if your opponent is in the air, you will probably not hit at all; if s/he is far away but grounded, you might do up to 1/4 of the maximum damage.

Bone Burst
(when grounded or airbone) ↓,↙,←+both punches



Damage: 4-6

This move can be used in a variety of situations, such as during zoning battles or when your opponent super jumps.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Expansion Type
Assist Attack	H Punch Bone-Rang	H Punch Towering Spine	H Kick Ricochet Slash
Counter	H Punch Bone-Rang	H Punch Towering Spine	H Kick Ricochet Slash
D Hyper Combo	Bone Burst	Bone Burst	Stinger Bones

COMBOS

* L Punch, L Kickx2, H Punch
* L Punch Bone-Rang, → or →,→ or both Punches, L Punch, L Kick, H Punch or Crouching H Kick
* L Punch Bone-Rang, Stinger Bones
* Jumping H Punch, Crouching L Punch, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch or Stinger Bones
* Crouching L Punch, Crouching L Kickx2, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch or Bone Burst

M. BISON

The aspiring world dictator to be, M. Bison, is good in very fighting game he's appeared in. He can be awkward to play for people only familiar with Ryu- and Guile-type characters; but, for those who understand the game, there is much potential in his moves.

MOVES LIST

THROWS

Deadly Through
(when close) ← or →+H Punch

Psycho Fall
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

Crouching H Punch

SPECIAL MOVES

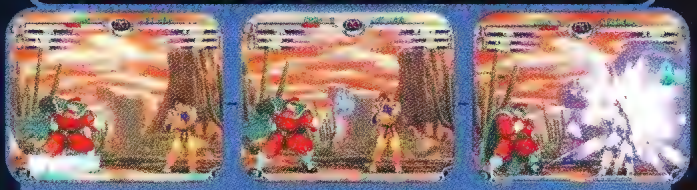
Psycho Shot
←,↙,↓,↘,→+either punch

Damage: 15
Light Punch and H Punch versions of this projectile take different arcs.

Scissors Kick
(when grounded or airborne) ←,↙,↓,↘,→+either kick.

Damage: 15~18
This charging move can easily counter low-level attacks.

Psycho Field
→,↘,↓,↙,←+either punch



Damage: 21
The energy ball M. Bison creates flies a set distance then explodes. During flight the ball is harmless. This is a great projectile and is important to M. Bison's strategy as a setup and predictive counter move.

Head Stomp
(when grounded or airborne) ↓(hold 1 second), ↑+either kick

Damage: 13
This can be used to hit a projectile-throwing opponent from across the screen. Note: you are vulnerable on the way back to the ground after you connect, and that is where the next move comes in.

Skull Diver
(when grounded or airborne) ↓(hold 1 second), ↑+either punch; or, after the Head Stomp, either punch

Damage: 18
After the Head Stomp, or when you begin this move on its own, you have slight control over M. Bison's descent. Use this time either to retreat, perform a Skull Diver, or fake the Skull Diver and simply land.

Warp
→,↓,↘+either punch or either kick

Damage: 0

M. Bison's position is directly related to the position of the button you use to perform the move. For example, if you enter →,↓,↘+L Punch you will appear in the lower left.

Flying
↓,↙,←+both kicks

Damage: 0

This move allows you to fly around the screen, executing aerial attacks at will.

HYPER COMBOS

Psycho Crusher
(when grounded or airborne) ↓,↘,→+both punches

Damage: 3[illegible]

This is a somewhat slow charging Hyper Combo.

Psycho Explosion
→,↙,↓,↘,←+both punches

Damage: 4[illegible]

This is a Hyper Combo version of the Psycho Field.

Knee Press Nightmare
↓,↘,→+both kicks

Damage: 3[illegible]

At close range this combo covers all heights up to a normal jump, but, to achieve the maximum damage from this combo, you must hit opponents when they are across the screen and grounded.

PARTNER ASSISTS

Assist	Projectile Type	Variety Type	Expansion Type
Assist Attack	H Punch Psycho Shot	H Punch Psycho Field	H Kick Scissors Kick
Counter	H Punch Psycho Shot	H Punch Psycho Field	H Kick Scissors Kick
D Hyper Combo	Psycho Crusher	Psycho Crusher	Knee Press Nightmare

COMBOS

* Jumping H Kick, Crouching L Punch, Crouching L Kick, Crouching H Kick
* (Opponent in corner) Standing L Punch, Standing L Kick, Standing H Kick, H Kick Scissors Kick
* Jumping H Kick, L Kickx2, H Kick Scissors Kick
* H Punch Psycho Field, L Punch Psycho Shot
* Jumping L Kick, Crouching L Kick, Crouching H Punch, ↗, L Punchx2, L Kick, H Kick or Scissors Kick
* Psycho Field, any combo
* Jumping H Kick, Crouching L Punch, Crouching L Kick, Crouching H Kick, H Kick Scissors Kick, Knee Press Nightmare

MEGA MAN

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+ H Punch

LAUNCHERS

Standing H Kick, ↘+H Kick

SPECIAL ABILITIES

Triangle Jump
(when airborne) press away →,↘ or ↗ from the sidewall as you touch it

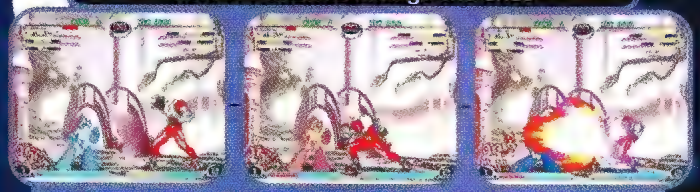
Mega Man, and the similar character, Roll, have the ability to bring helpers out to drop power-ups that can be used to alter the way these characters play. Obviously the nuances of these power-ups must be understood in order to play Mega Man to his full potential.

SPECIAL MOVES

Mega Uppercut
(when grounded or airborne) →,↓,↘+either punch

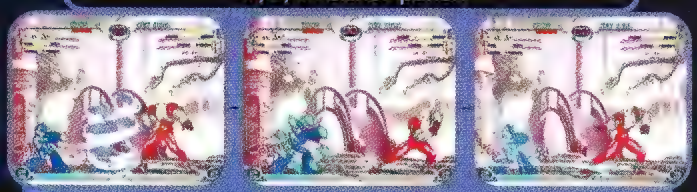
Damage: 16
This is a typical genre of move counter

Mega Buster
(when grounded or airborne) H Punch; hold H Punch to charge the shot



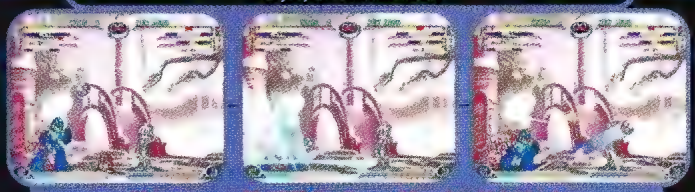
Damage: 4 (normal) 16+ (when charged)
This is actually Mega Man's regular H Punch attack, but it can be powered up if you hold the button down instead of releasing it immediately. Note: no projectile will come out if you release H Punch before Mega Man flashes red.

Use Item
↓,↘,→+either punch



Damage: Varies
This is the command you enter to use the current power-up Mega Man has. Note: the Leaf Shield is the only power-up that may be used while airborne.

Get Item (Mega Ball)
↓,↘,→+either kick



Damage 0: 20 (when the ball hits)

This will summon a friend to the fighting arena. The power-up dropped by the friend creates a ball (when the Use Item move is performed) that can be kicked with either crouching kick attack.

Get Item (Tornado Hold)
→,↓,↘+either kick

Damage 0: 18 (when the tornado hits)

When the Use Item command is entered, Mega Man throws a small apparatus that creates a miniature tornado. The L Punch version can be used as a close range counter.

Get Item (Leaf Shield)
↓,↙,←+either kick

Damage 0: 11 (when the Leaf Shield hits)

The first time you Use Item, Mega Man creates a circle of leaves that rotate around him for a few seconds. When you Use Item with the shield present, it flies forward as a projectile. This can be followed for combo opportunities or to approach your opponent.

HYPER COMBOS

Hyper Mega Man
(when grounded or airborne) ↓,↘,→+both punches

Damage: 4.5

You can hit your opponent as you transform, so this move is a sort of counter, in addition to being a thick beam Hyper Combo.

Rush Drill
↓,↘,→+both kicks

Damage: 2.8

When Mega Man transforms this time, you can control him as a little vehicle. Pressing the attack buttons accelerates the vehicle. Note: you can jump while in vehicle form.

Beat Plane
↓,↙,←+both kicks

Damage: 5.0

While in airplane form press either punch to fire projectiles, and press either kick to drop bombs.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Balance Type
Assist Attack	Mega Buster	H Punch Mega Uppercut	Mega Buster
Counter	Mega Buster	H Punch Mega Uppercut	H Punch Mega Uppercut
D Hyper Combo	Hyper Mega Man	Hyper Mega Man	Hyper Mega Man

COMBOS

* L Punchx2, Standing H Punch
* Standing L Punch or L Kick, Standing L Kick, Standing H Kick, ↗, L Punchx2, L Kick, H Kick
* Leaf Shield, follow it in, Standing H Kick, ↗, L Punch, L Kickx2, H Punch
* Jumping L Kick, Jumping H Kick, Standing L Kickx2, H Punch Mega Uppercut
* Jumping L Kickx2, Standing H Kick, ↗, L Punch, L Kick, L Punch, L Kick, H Punch Mega Uppercut
* Jumping L Kick, Jumping H Kick, Standing L Kickx2, H Punch (charged), Standing H Kick (then an aerial combo) or Hyper Mega Man

MORRIGAN

The sultry succubus Morrigan is an all-around solid character with a projectile, a general counter move, and a good set of Hyper Combos. Even though she has typically defensive moves, like the projectile and Shadow Blade, she is a very offensive fighter. Use her descending Air Dash and her strong basic attacks to overwhelm your foes.

MOVES LIST

THROWS

Moon Tracer
(when close) ← or →+H Punch

Parting Embrace
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

↘ or ↓+H Punch

SPECIAL ABILITIES

Air Dash
(when airborne) →,→ or both punches

SPECIAL BASIC ATTACKS

Mysterious Arc
↙+H Punch

Damage: 12

This is an alternate Crouching H Punch with good reach.

Necro Symphony
→+H Kick

Damage: 22

This acrobatic Standing H Kick hits multiple times.

Shell Pierce
(when airborne) ↓+H Kick

Damage: 12

This Nosedive Jumping H Kick changes your path through the air.

SPECIAL MOVES

Soul Fist
(when grounded or airborne) ↓,↘,→+either punch

Damage: 15

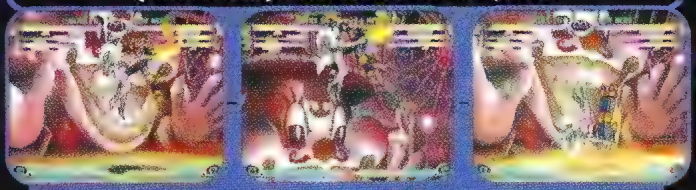
The downward flight of the aerial version of this projectile is good for hitting opponents over their projectiles and at their counters.

Shadow Blade
(when grounded or airborne) →,↓,↘+either punch

Damage: 16-26

Here's a typical general move counter.

Vector Drain
(when close) →,↘,↓,↙,←+either punch



Damage: 24

This is a special move throw, so you must be close when you use it. If you miss, Morrigan will go into a neat animation during which she is vulnerable to attack.

Shell Kick
(when airborne) ↓,↙,←+either kick

Damage: 9

It's not very damaging, but this move is hard for your opponent to hit.

HYPER COMBOS

Soul Eraser
↓,↘,→+both punches

Damage: 38

This damaging beam-based Hyper Combo hits the lower 75 percent of the screen.

Silhouette Blade
→,↓,↘+both punches

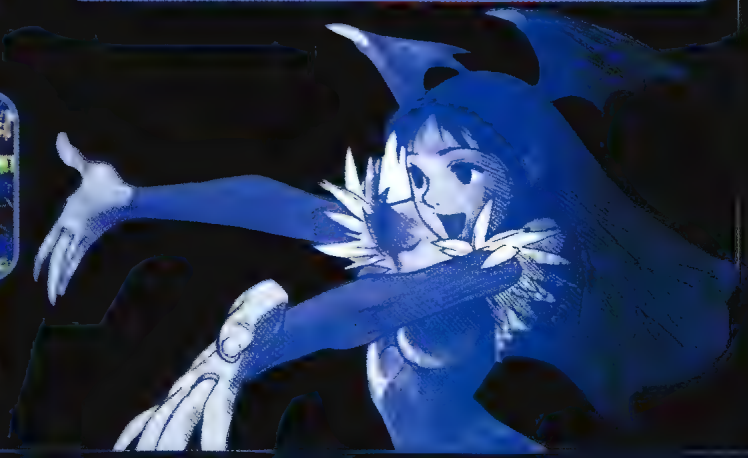
Damage: 42

This is an active and general wave counter.

Darkness Illusion
(when airborne or grounded) ↓,↘,→+both kicks

Damage: 50

Here's Morrigan's special throw Hyper Combo. It can be used effectively as a close-range counter by skilled players.



PARTNER ASSISTS

Assist	Anti-Air Type	Projectile Type	Balance Type
Assist Attack	H Punch Shadow Blade	H Punch Soul Fist	H Punch Soul Fist
Counter	H Punch Shadow Blade	H Punch Soul Fist	H Punch Shadow Blade
D Hyper Combo	Silhouette Blade	Soul Eraser	Silhouette Blade

COMBOS

* L Punch, L Kick, H Punch or Necro Desire, H Kick
* ↓ or ↘+ H Punch, ↗, L Punch, L Kickx2, H Kick or H Punch Shadow Blade
* Shell Kick, L Punch, L Kick, H Kick
* Jumping L Punch, Jumping L Kick, Jumping H Kick, L Kick, H Punch Shadow Blade
* Jumping H Punch, Jumping H Kick, ↓ or ↘+ H Punch, ↗, L Punch, L Kick, Darkness Illusion
* Jumping H Kick, Crouching L Kickx2, Crouching H Kick, Silhouette Blade

OMEGA RED™

Omega Red is a coil specialist who can perform miraculous moves with his unique weapon. However, due to the precise control he has over his projectile-type moves, a player may be intimidated by his move list. Practice is the key. An Omega Red player who can use his moves correctly in any situation is dangerous.

MOVES LIST

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

↘+H Punch, Standing M Punch

SPECIAL ABILITIES

Air Dash
(when airborne) →,→ or both punches

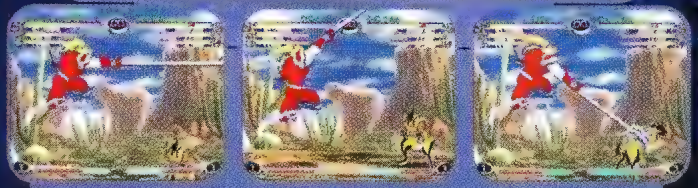
Coil Retract
(before Carbonadium Coil hits) either punch

SPECIAL MOVES

Carbonadium Coil
↓,↘,→+L Punch (forward) or H Punch (diagonal up) or L Punch + H Punch (straight up)

Damage: 4
Omega Red's coil attacks cover all the angles that your opponent can come from. The H Punch version can be used as an anti-air counter.

Carbonadium Coil (air)
(when airborne)↓,↘,→+L Punch (forward) or L Kick (forward) or H Punch (diagonal up) or H Kick (diagonal down) or L Punch + H Punch (straight up) or L Kick + H Kick (straight down)



Damage: 4
Again, these coil attacks cover all the angles from which your opponent can possibly attack. The diagonal down version comes in handy on many occasions.

Death Factor
(after Carbonadium Coil hits) press either kick repeatedly

Damage: 8
This drains your opponent's life and gives it to you.

Energy Drain
(after Carbonadium Coil hits) press either punch repeatedly

Damage: 0

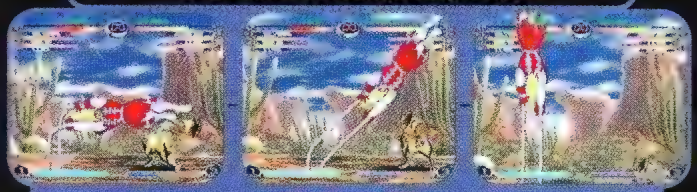
This drains your opponent's Hyper Combo energy and gives it to you.

Coil Throw
(after Carbonadium Coil hits) ← or →+any attack button

Damage: 12

This throw can be performed after you have used the Energy Drain or Death Factor.

Omega Strike
↓,↘,→+L Kick (forward) or H Kick (diagonal up) or L Kick + H Kick (straight up)



Damage: 15

This is similar to the series of grounded Carbonadium Coil moves, except that Omega Red physically moves during these attacks.

HYPER COMBOS

Omega Destroyer
↓,↙,←+both punches

Damage: 33

The only area that this Hyper Combo does not hit is a triangular area above Omega Red's head.

Carbonadium Smash
(when airborne) ↓,↙,←+both punches

Damage: 33

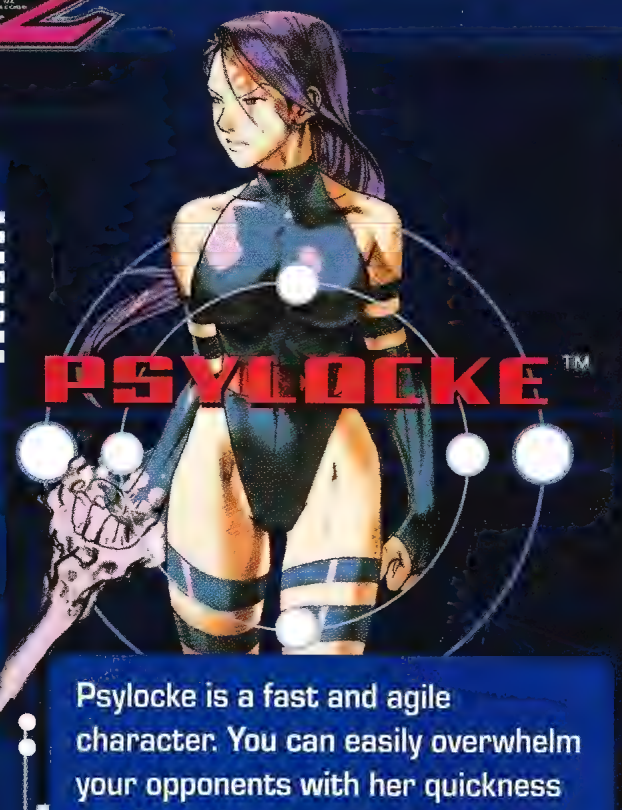
This charging aerial attack includes a built-in combo when it connects.

PARTNER ASSISTS

Assist	Throw Type	Anti-Air Type	Ground Type
Assist Attack	L Punch Carbonadium Coil	H Kick Omega Strike	1+H Kick
Counter	Standing H Punch	H Kick Omega Strike	Crouching H Punch
D Hyper Combo	Omega Destroyer	Omega Destroyer	Omega Destroyer

COMBOS

* L Punch, L Kick, Standing H Kick, L Kick Omega Strike
* Jumping H Kick, Crouching L Punchx2, Crouching H Punch
* Jumping H Kick, L Punch, L Kick, Standing H Kick, L Kick Omega Strike
* Jumping H Punch, Standing L Punchx2, ↗, L Punchx2, L Kick, H Kick or H Kick Carbonadium Coil (air)
* Jumping H Punch, ↘+H Punch, ↗, L Punch, L Kick, Carbonadium Smash



PSYLOCKE™

Psylocke is a fast and agile character. You can easily overwhelm your opponents with her quickness and beat them senseless with her combinations. Use her ability to perform special moves in the air, as well as her tricky teleport, to confuse your enemies.

MOVES LIST

THROWS

Jigoku-Guruma
(when close) ← or →+H Punch

Ukase-Nage
(when close) ← or →+H Kick

Kuchuu-Jigoku-Guruma
(when close and airborne) any direction (except ↓ or ↑)+H Kick

LAUNCHER

Crouching H Punch

SPECIAL ABILITIES

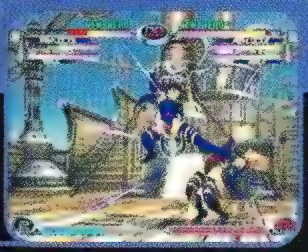
Triple Jump
(when airborne) ↖ or ↑ or ↗x2

SPECIAL BASIC ATTACKS

Zenchu-Abise-Geri
→+H Kick

Damage: 12

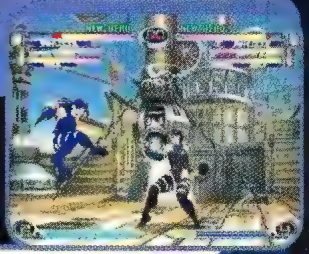
This is essentially a low attack counter. Hop over opponents' attacks and bop them on the head.



Backstep
←+H Kick, → to roll forward

Damage: 12

This move may confuse your opponent if the roll is occasionally used afterwards.



Moonsault
↖ or ↑ or ↗+H Kick

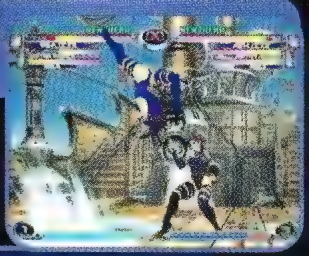
Damage: 12

This attack is primarily designed to hit opponents who are airborne at the same time you are.

Vanity Flip
L Punch, ←, H Kick

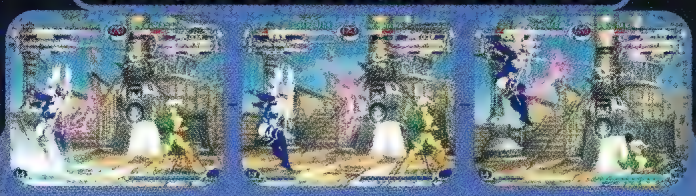
Damage: 20

This is an anti-air version of the Moonsault.



SPECIAL MOVES

Psy-Blast
(when grounded or airborne) ↓,↘,→+either punch



Damage: 14

The grounded L Punch version of this move can be used to counter low-level basic attacks that are out of range, as well as very low attacks, such as slides.

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Psy-Blade Spin

(when grounded or airborne) ↓,↘,→+L Kick, L Kick, H Kick; or (when grounded or airborne) ↓,↘,→+H Kick, L Kickx2

Damage: 30

This is a general move counter and combo move. It may be a little complicated to get all the hits, but the extra button presses give you more control over the move.

Ninjutu

→,↘,↓,↙,←+any button

Damage: 0

The aerial positions set up your attacks and the Psy-Drill, while the grounded positions set up throws and combinations.

Psy-Drill

(after Ninjutu) any direction + any button

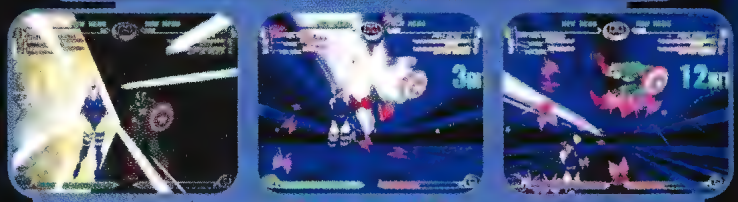
Damage: 0

This special move resembles the Ninjutu.

HYPER COMBOS

Kocho-Gakure

(when grounded or airborne) ↓,↙,←+both kicks



Damage: 42

The general move counter strikes the area immediately around Psylocke.

Psy-Maelstrom

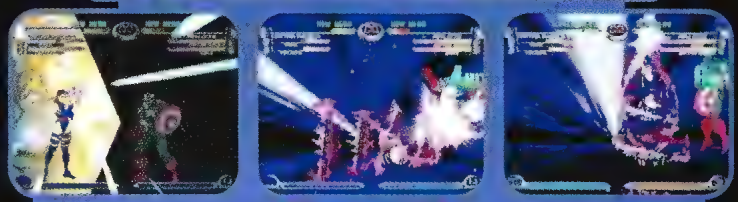
↓,↘,→+both kicks

Damage: 28

This close-range Hyper Combo can connect with grounded or airborne opponents.

Psy-Thrust

↓,↘,→+both Punches, any direction+punch



Damage: 36

This is a charging Hyper Combo that you can redirect once during flight, or twice if you decide to aim the first charge.

PARTNER ASSISTS

Assist	Anti-Air Type	Projectile Type	Balance Type
Assist Attack	H Kick Psy-Blade Spin	H Punch Psy-Blast	H Punch Psy-Blast
Counter	H Kick Psy-Blade Spin	H Punch Psy-Blast	H Kick Psy-Blade Spin
D Hyper Combo	Psy-Maelstrom	Kocho-Gakure	Psy-Thrust

COMBOS

* Jumping L Kickx2, L Kick, Crouching H Kick
* Jumping H Punch, L Kick, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch
* Standing L Punchx2, Crouching L Kick, Psy-Blade Spin
* Jumping H Punch, L Kick, Crouching H Punch, ↗, L Punch, L Kick, Kocho-Gakure
* L Punch, L Kick, Standing L Kick, Crouching H Kick, L Punch Psy-Blast
* Jumping H Punch, Standing L Punchx2, Standing L Kick, Standing H Punch
* L Punch, Standing L Kick, Standing H Kick, L Punch Psy-Blast, Psy-Thrust

ROGUE

Rogue is a brawler and has strong basic attacks to battle toe-to-toe with anyone. These moves are all the more effective when an attribute is "borrowed" from one of her opponents.

MOVES LIST

THROWS

Ground Throw
(when close) ←or →+ H Punch.

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Crouching H Punch or Standing H Kick

SPECIAL ABILITIES

Air Dash
(when airborne) →,→ or both punches

SPECIAL BASIC ATTACKS

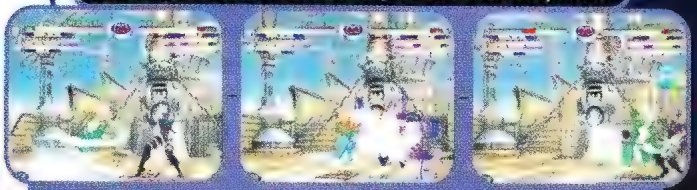
Nosedive Kick
(when airborne) ↓+H Kick

Damage: 14

An alternative jumping attack, it pushes Rogue pretty far away from her opponent when it hits.

SPECIAL MOVES

Repeating Punch
(when grounded or airborne) ↓,↘,→+either punch



Damage 18-23

This charging combo is great in numerous ways and as a

Rising Repeating Punch
→,↓,↘+either punch

Damage: 31

An anti-air version of the Repeating Punch.

Power Dive Punch
→,↓,↘+either kick

Damage: 18-27

A projectile counter mostly, this move gets you across the screen above any ground level dangers.

Power Drain
↓,↙,←+either Kick

Damage: 10

This killer move is unique to Rogue. It allows you to temporarily gain an additional power, such as defense up, life up, power up, speed up, or even super armor.

HYPER COMBOS

Goodnight Sugar
↓,↘,→+both punches

Damage: 43

This Hyper Combo is a combination of the Repeating Punch and the Power Drain.

PARTNER ASSISTS

Assist	Anti-Air Type	Dash Type	Throw Type
Assist Attack	H Punch Rising Repeating Punch	H Punch Repeating Punch	Power Drain
Counter	H Punch Rising Repeating Punch	H Punch Repeating Punch	Power Drain
D Hyper Combo	Goodnight Sugar	Goodnight Sugar	Goodnight Sugar

COMBOS

* Jumping L Kickx2, L Kick, Crouching H Kick
* Jumping H Kick, L Kickx2, Standing H Punch
* L Punch or Jumping L Kick, L Kickx2, Standing H Kick, ↗, L Punch, L Kickx2, H Punch
* Jumping H Kick, Standing L Kick, Repeating Punch, Goodnight Sugar
* Jumping H Kick, Standing H Kick, ↑, L Punch, L Kickx2, Repeating Punch or Power Drain

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+ H Punch

LAUNCHER

Standing H Kick

SPECIAL ABILITIES

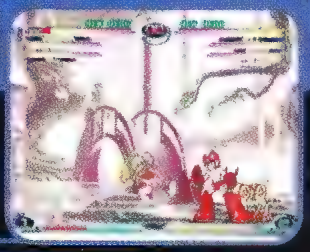
Double Jump
(when airborne) ↖ or ↑or ↗

SPECIAL BASIC ATTACKS

Aerial Kakato Drop
(when airborne) ↑+H Kick

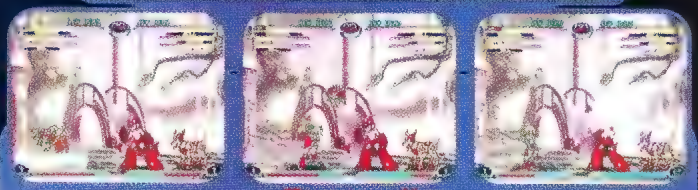
Damage: 9

This is an alternate Jumping H Kick.



SPECIAL MOVES

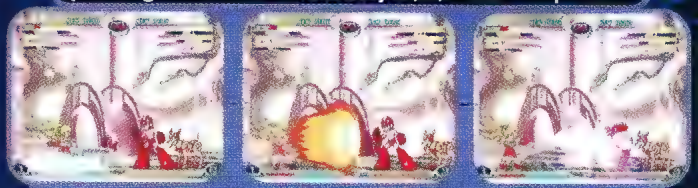
Flower Bomb
(when grounded or airborne) →,↓,↘+either punch



Damage: 4

This is Roll's anti-air attack and long-range counter. The H Punch version travels almost the length of the screen.

Roll Buster
(when grounded or airborne) ↓,↘,→+either punch



Damage: 10

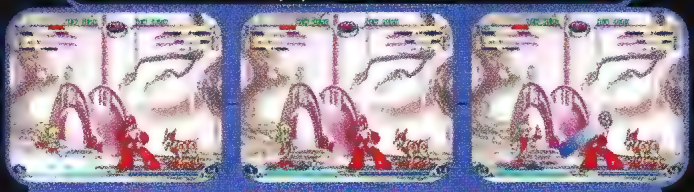
This is a decent projectile attack. When you come down from a Super Jump you can rattle off Roll Busters one after another.

Use Item
↓,↙,←+either punch

Damage: varies

This is the command you enter to use the current power-up Roll has. Note: the Leaf Shield is the only power-up that may be used while airborne.

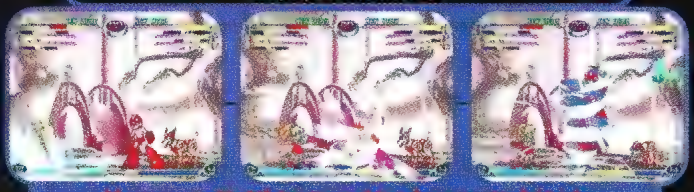
Get Item (Roll Ball)
↓,↘,→+either kick



Damage: 0, 0, 0 (when the ball hits)

This will summon a friend to the fighting arena. The power-up the friend drops creates a ball (when the Use Item move is performed) that can be kicked with a grounded kick attack..

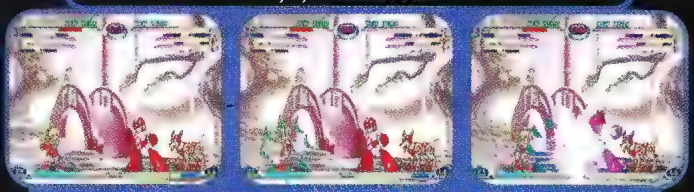
Get Item (Tornado Hold)
→,↓,↘+either kick



Damage: 0, 0, 0 (when the tornado hits)

When the Use Item command is entered, Roll throws a small apparatus that creates a miniature tornado. The L Punch version can be used as a close-range counter

Get Item (Leaf Shield)
↓,↙,←+either kick



Damage: 0, 15 (when the ball hits)

The first time you Use Item with this power-up, Roll creates a circle of leaves that rotate around her for a few seconds. When you Use Item with the shield present, it flies forward as a projectile. This can be followed for combo opportunities or to approach your opponent.

HYPER COMBOS

Hyper Roll
(when close and grounded) ↓,↘,→+both punches

Damage: 0b

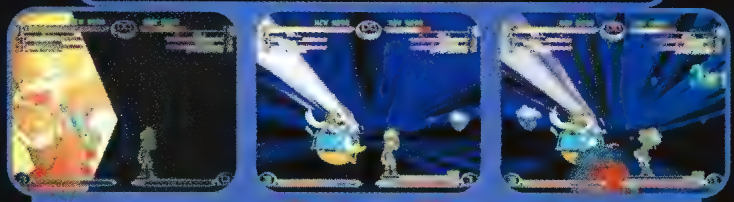
You can hit your opponent as Roll's pets transform, so this move is a sort of counter. This also gets the most damage out of this move since the lower-level projectiles are not that damaging.

Rush Drill
↓,↘,→+both kicks

Damage: 3*1

When Roll's pet transforms this time, you can control him as a little vehicle. Pressing the attack buttons accelerates the vehicle. Note: you can jump while in vehicle form.

Beat Plane
↓,↙,←+both kicks



Damage: 4B

While in airplane form, press either punch to fire projectiles, and press either kick to drop bombs.

PARTNER ASSISTS

Assist	Projectile Type	Variety Type	Balance Type
Assist Attack	H Punch Roll Buster	H Punch Flower Bomb	H Punch Flower Bomb
Counter	H Punch Roll Buster	H Punch Flower Bomb	H Punch Roll Buster
D Hyper Combo	Hyper Roll	Hyper Roll	Hyper Roll

COMBOS

* Crouching L Punch, Crouching L Kick, Crouching H Kick
* Jumping H Kick or H Punch, Roll Buster (air)
* L Punch, Standing H Kick, ↗, L Punch, L Kickx2, H Punch
* Jumping L Kickx2, Standing H Kick, ↗, L Punchx2, L Kick, Roll Buster

RUBY HEART

Ruby Heart is a cool character with a pirate theme. She has an aggressive set of moves, and with her charging moves she plays a bit like a power character. Ruby is fast, with good basic attacks (especially her Crouching H Kick) and a strong charging attack.

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Crouching H Punch, ↘+H Kick

SPECIAL MOVES

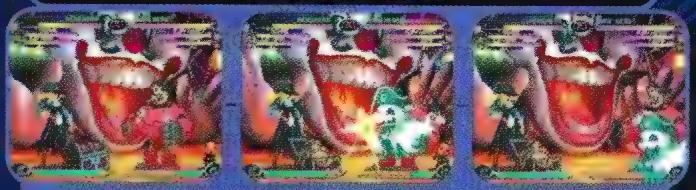
Schwarzaile
(when grounded or airborne) ↓,↘,→+either punch; press any direction + either punch to redirect

Damage: 28
This charging attack can be redirected twice during flight. You can use this ability to attack, attack and retreat, or make tricky flight patterns to fool your opponent into making a mistake.

Sublimation
↓,↘,→+either kick.

Damage: 12
This is a close- and medium-range counter, depending on whether you use the L Punch or H Punch versions, respectively.

Fantome
↓,↙,←+either kick



Damage: 18
The L Kick version flies low while the H Kick flies in an upward diagonal. While attached to your opponents, the phantom (French: "fantome") causes them to lose Hyper Combo energy.

Rafale Cannon
→,↘,↓,↙,←+either punch

Damage: 20 (L Punch), 18 (H Punch)
The L Punch version grabs ground-level opponents, then blasts them with a cannon (French: "canon"). The H Punch version is an anti-air counter that incapacitates opponents for a second.

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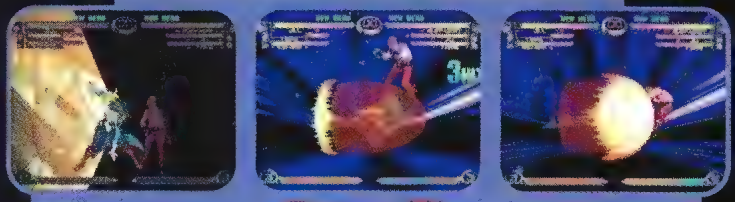
HYPER COMBOS

Flammeile

(when grounded or airborne) ↓,↘,→+both punches; press any direction + either punch to redirect



Damage: 34

You can redirect this charging attack four times. It's a devil Hyper in the hands of a skilled player.

Millefantome

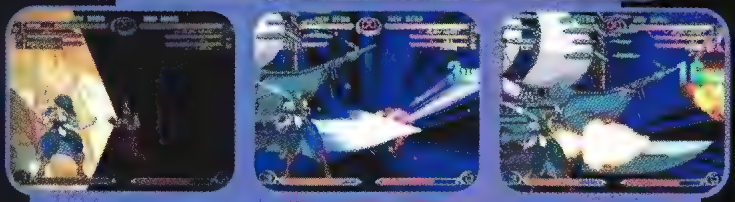
↓,↙,←+both kicks

Damage: 32

This is a multiple-position Hyper Combo. This version does not have you appear in Hyper Bar.

Partenaire

↓,↘,→+both kicks

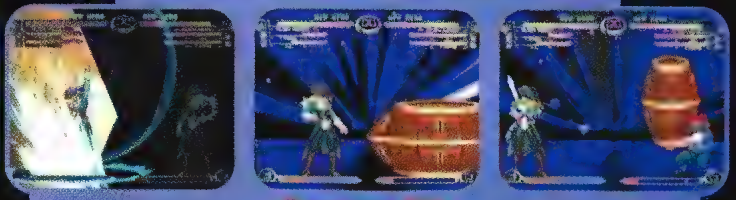


Damage: 43

The initial attack is a ground-level blade. This is followed by aerial projectiles.

Tour De Magie

H Kick, L Punch, ↓, L Kick, H Punch; press L Punch or L Kick to throw knives



Damage: 58

This unusual, unblockable Hyper Combo begins with a barrel that drops from the ceiling. Then Ruby can throw knives at her helpless opponent. If you choose the wrong hole your opponent will escape prematurely.

PARTNER ASSISTS

Assist	Anti-Air Type	Capture Type	Enhance Type
Assist Attack	L Kick Sublimation	H Punch Rafale	Cannon Power-Up
Counter	L Kick Sublimation	H Punch Schwarzaile	L Kick Sublimation
D Hyper Combo	Partenaire	Millefantome	Flammeile

COMBOS

* Standing L Punch, Standing L Kickx2, Crouching H Kick
* Jumping H Kick, L Punchx2, Crouching L Kick, Crouching H Kick
* Jumping H Punch, Jumping H Kick, Crouching H Kick
* Jumping H Punch, Crouching H Punch, ↗, L Punch, L Kickx2, H Kick or Schwarzaile
* Jumping H Kick, Crouching L Kickx2, H Kick, L Kick Sublimation
* Jumping H Punch, ↘+H Kick, ↗, L Punch, L Kickx4 or L Kickx2, then Flammeile

MOVES LIST

RYU

Ryu is the epitome of an all-around character and can pretty much hold his own against anyone. His moves aren't overpowering, but he has an answer for anything that can be thrown at him. You, the player, must figure out how to best use his moves.

THROWS

Seoi-Nage
(when close) ← or →+H Punch

Tomoe-Nage
(when close) ← or →+H Kick

Kuchuu-Tomoe-Nage
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

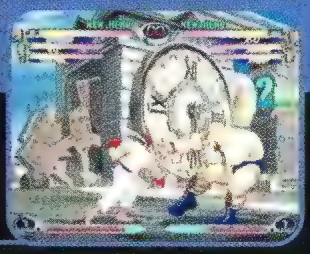
Crouching H Punch

SPECIAL BASIC ATTACKS

Sakotsu-Wari
→+H Punch

Damage: 12

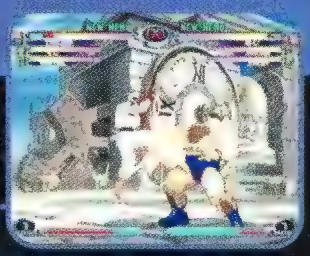
This punch can hit an opponent in a low guard.



Sempuu-Kyaku
→+H Kick

Damage: 13

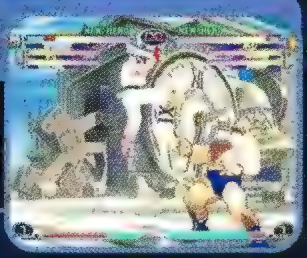
This kick can be used to counter low-level attacks and to advance in certain situations.



Kuchuu-Sempuu-Kyaku
(when airborne) ↑+H Kick

Damage: 13

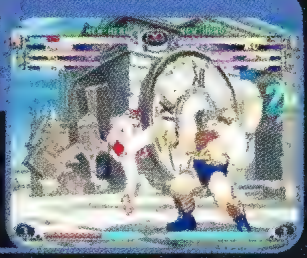
This alternate Jumping H Kick is well suited for use against airborne opponents.



Mae-Geri
(when airborne, after the L Kick has hit) ↑+L Kick

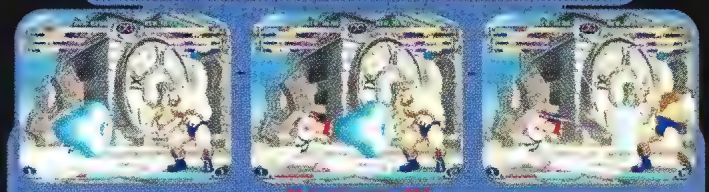
Damage: 13

An easy built-in jumping combination.



SPECIAL MOVES

Hadou-Ken
(when grounded or airborne) ↓,↘,→+either punch



Damage: 19

Here's a typical projectile attack. The strength of the button you use determines the speed of the Hadou-Ken.

Shoryu-Ken
→,↓,↘+either punch

Damage: 20

This is a typical general move counter.

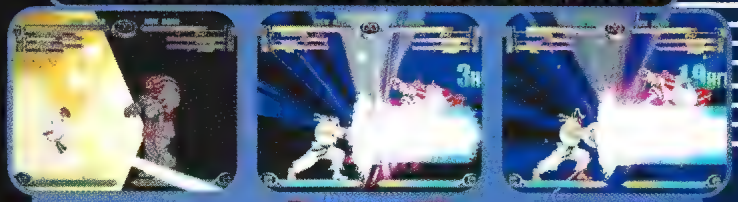
Tatsumaki-Sempuu-Kyaku
(when airborne or grounded) ↓,↙,←+either kick

Damage: 16-32

This is a high grounded attack counter and a way to advance when close. It can be dangerous if your opponent ducks under the move, so be careful with it.

HYPER COMBOS

Shinku-Hadou-Ken
(when grounded or airborne) ↓,↘,→+both punches



Damage: 40

This is a powerful projectile at ground level.

Shinku-Tatsumaki
↓,↙,←+both kicks

Damage: 48

This is a powerful close-range lateral counter.

Shin-Shoryu-Ken
→,↓,↘+both punches; requires three Hyper Bars

Damage: 80

This is a devastating, very close-range counter move.

PARTNER ASSISTS

Assist	Anti-Air Type	Projectile Type	Expansion Type
Assist Attack	H Punch Shoryu-Ken	H Punch Hadou-Ken	H Kick Tatsumaki-Sempuu-Kyaku
Counter	H Punch Shoryu-Ken	H Punch Hadou-Ken	H Kick Tatsumaki-Sempuu-Kyaku
D Hyper Combo	Shinku-Hadou-Ken	Shinku-Hadou-Ken	Shinku-Tatsumaki

COMBOS

* Jumping H Kick, Standing H Kick, Hadou-Ken
* Jumping H Punch, L Punch, Shoryu-Ken
* Jumping H Kick, L Kickx2, Hadou-Ken
* Jumping H Kick, Standing L Kick, Shinku-Tatsumaki
* Jumping H Kick, Crouching H Punch, ↗, L Punch, L Kick, L Punch, H Kick or Hadou-Ken, then Shinku-Hadou-Ken
* Jumping L Kick, Jumping H Kick, Standing H Punch, Hadou-Ken, Shinku-Hadou-Ken

SABRETOOTH™

Sabretooth is somewhat similar to Wolverine, but there are significant differences between them. Sabretooth is tall, making him easier to combo, and two of his Hyper Combos are all-or-nothing combos. He is an interesting fighter to play.

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Standing H Punch (second hit), Crouching H Punch

SPECIAL ABILITIES

Triangle Jump
(when airborne) press away (→,↗ or ↘) from the side wall you are touching

SPECIAL MOVES

Berserker Claw
↓,↘,→+either punch

Damage: 16-18
One of the many ground-based moves of Sabretooth. This is a charging move that unleashes a huge slash when you connect with your opponent.

Armed Birdie
→,↘,↓,↙,←+either kick

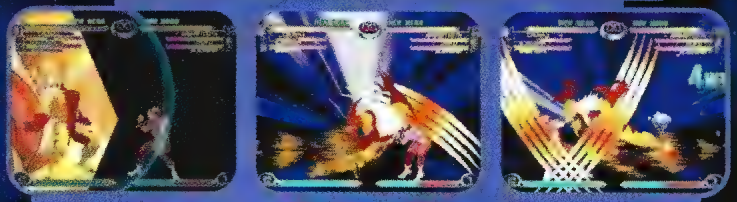
Damage: 16
This is an unusual projectile attack since Sabretooth will summon an employee to do his dirty work. The H Punch version is an anti-air counter.

Wild Fang
→,↘,↓,↙,←+either punch

Damage: 15
Here's a leaping grab move. The L Punch version leaps about 25 percent of the screen while the H Punch version travels 75 percent.

HYPER COMBOS

Berserker Claw X
↓,↘,→+both punches



Damage: 54

This is a charging Hyper Combo. If the first hit does not connect, the combo ends.

Heavy Armed Birdie
→,↘,↓,↙,←+both kicks

Damage: 50

This is a projectile barrage. It is good against close grounded opponents and far airborne opponents.

Weapon X Dash
→,↓,↘+both punches

Damage: 56

Like the Berserker Claw X, if the first attack (a Wild Fang) does not connect, the combo ends.

PARTNER ASSISTS

Assist	Expansion Type	Projectile Type	Launcher Type
Assist Attack	H Punch Berserker Claw	L Kick Armed Birdie	Standing H Punch (second hit only)
Counter	H Punch Berserker Claw	H Punch Armed Birdie	Standing H Punch (second hit only)
D Hyper Combo	Berserker Claw X	L Kick Armed Birdie	Heavy Armed Birdie

COMBOS

* Crouching H Punch, ↗, L Punch, L Kickx2, H Kick
* L Punch, Standing H Punch (1 hit), Berserker Claw
* Jumping H Kick, Standing H Punch, ↗, L Punch, L Kickx2, H Kick
* Jumping H Kick, Standing L Punchx2, Wild Fang (not a true combo, but it may fool your opponent)
* L Punch Berserker Claw (you must cross sides and stop next to your opponent), Crouching L Punch, Crouching L Kick or L Punch Berserker Claw
* L Punch Berserker Claw (you must cross sides and stop next to your opponent), Crouching L Punch, Standing H Punch (2 hits), ↗, L Punch, L Kickx2, H Kick

SAKURA

Sakura plays like the Ryu and Ken contingent but is different in her own special ways. Her attacking style is in your face, up close and personal. Use Sakura's effective Standing L Kick to set up combos and strategies. Also, it's a good idea to master both flavors of Sakura.

MOVES LIST

THROWS

Sakura-Jime
(when close) ← or →+H Punch

Sailor Shoot
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

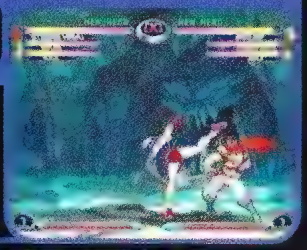
M Kick, ↘+H Kick, Crouching H Punch

SPECIAL BASIC ATTACKS

Flower Kick
→+H Kick

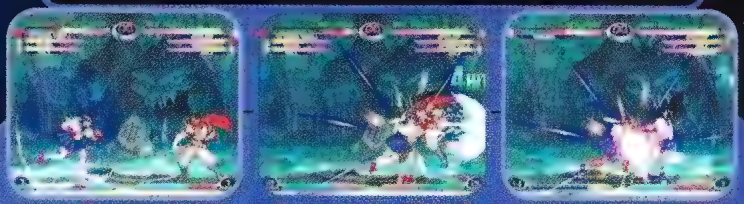
Damage: 13

This move cannot be blocked by a low guard.



SPECIAL MOVES

Shouou-Ken
(when grounded or airborne) ↓,↘,→+either punch; →,↓,↘+either punch with Suntanned Sakura



Damage: 10-23

This is a charging uppercut (general move counter). Unlike Suntanned Sakura, the normal Sakura does not perform the uppercut unless the charge connects.

Hadou-Ken
(when grounded or airborne) ↓,↙,←+either punch; ↓,↘,→+either punch with Suntanned Sakura

Damage: 11-13 with Suntanned Sakura

For Sakura this is an anti-air counter when grounded. For Suntanned Sakura it is always a true projectile attack.

Shunpuu-Kyaku
↓,↙,←+either kick

Damage: 15

Use the L Kick version in strategic close-range battles. Use the H Kick version for long-range counters and approaches.

HYPER COMBOS

Ashura-Senkuu

→,↓,↘ or ←,↓,↙+both kicks or both punches

Damage: 0

Only Suntanned Sakura can perform this Akuma-like dimensional slide. The punch versions travel farther forward or backward than the kick versions.

Midare-Zakura

↓,↘,→+both punches; ↓,↘,→+both punches with Suntanned Sakura

Damage: 98

This is a charging all-or-nothing Hyper Combo. This combo is initiated by a half-screen charge.

Shinku-Hadou-Ken

↓,↙,←+both punches; ↓,↘,→+both punches with Suntanned Sakura

Damage: 99, 98 with Suntanned Sakura

Sakura unleashes a barrage of anti-air projectiles. Suntanned Sakura performs a beam-based ground-level projectile.

Haru-Ichiban

↓,↙,←+both kicks

Damage: 82

Here's a close-range counter move.

Suntanned Sakura

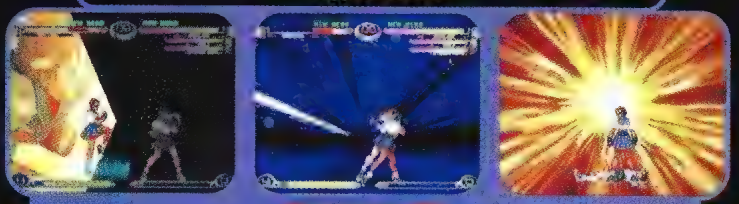
←,↓,↙+L Kick; requires three Hyper Bars

Damage: 0

Sakura becomes Suntanned Sakura, or Suntanned Sakura reverts back to Sakura.

Shungokusatsu

L Punchx2, →+L Kick, H Punch; requires three Hyper Bars



Damage: 90

Here's a close-range counter move.

PARTNER ASSISTS

Assist	Ground Type	Anti-Air Type	Launcher Type
Assist Attack	H Punch Shouou-Ken	H Punch Hadou-Ken	M Kick Shunpuu-Kyaku
Counter	H Punch Shouou-Ken	H Punch Hadou-Ken	H Kick Shunpuu-Kyaku
D Hyper Combo	Haru-Ichiban	Shinku-Hadou-Ken	Midare-Zakura

COMBOS

* Standing L Kick, Crouching L Kick, Shouou-Ken
* Jumping H Kick, Standing H Punch, Shouou-Ken
* L Kickx2 or Crouching H Punch, ↗, L Punch, L Kickx2, H Kick
* Jumping L Kickx2, Standing L Kickx2, ↗, L Punch, L Kickx2, H Kick
* (with Sakura) Jumping L Kickx2, Standing L Kickx2, Hadou-Ken or Shinku-Hadou-Ken
* Jumping H Kick, Standing H Punch, Shouou-Ken, Haru-Ichiban

SENTINEL™

MOVES LIST

THROWS

Punch Throw
(when close) ← or →+ H Punch.

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

Standing H Kick

SPECIAL ABILITIES

Flying
↓,↙,←+both punches

Sentinel is a big, slow-moving fighter who has an awkward style of fighting. Being a robot, however, and despite his lumbering appearance, he has fast attacks that can be used to create some amazing combinations and strategies. It may take some work to get to the point where you can use his moves well.

SPECIAL MOVES

Rocket Punch
(when grounded or airborne) ↓,↘,→+L Punch (downward) or H Punch (forward); or →,↓,↘+either punch (upward)

Damage: 25

Sentinel's main attacking moves are in the series of extended punches.

Sentinel Force (bomb)
↓,↘,→+H Kick

Damage: 37

This sends a set of slow-moving bomber robots to the middle of the screen, where they drop a load of bombs and then fly off screen. You can attack as the bombs are dropped.

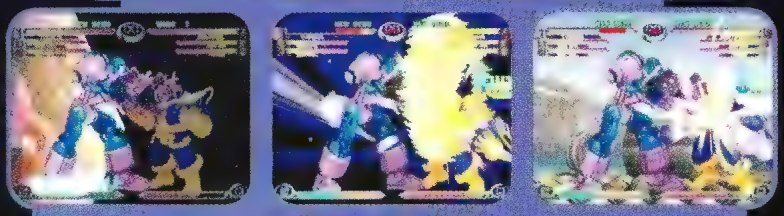
Sentinel Force (downward)
↓,↘,→+L Kick

Damage: 24

This sends flying robotic projectiles at your opponent. Use this to set up the other Sentinel Force.

HYPER COMBOS

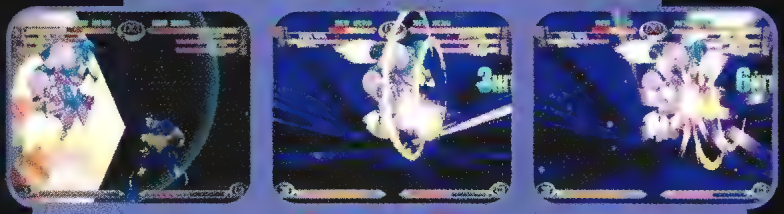
Plasma Storm
↓,↘,→+both punches



Damage: 451

A big mean sphere of volatile energy punishes any standing or airborne opponent who comes too close.

Hard Drive
(when airborne) ↓,↘,→+both punches



Damage: 28

Your opponent doesn't stand much chance against this charging airborne Hyper Combo.

Hyper Sentinel Force
↓,↘,→+both kicks

Damage: 45

This is one of the best Hyper Combos in the game. Almost the full screen is filled with a series of robot squadrons. This move allows Sentinel to perform combinations on his opponent from across the screen.

PARTNER ASSISTS

Assist	Projectile Type	Launcher Type	Variety Type
Assist Attack	L Punch Rocket Punch	Standing H Kick	L Kick Sentinel Force
Counter	L Punch Rocket Punch	Standing H Kick	L Kick Sentinel Force
D Hyper Combo	Hyper Sentinel Force	Hyper Sentinel Force	Hyper Sentinel Force

COMBOS

* Standing H Kick, ↗, L Punchx2, L Kick, H Kick
* Standing L Punchx2, Rocket Punch, Plasma Storm
* Jumping L Kick, Jumping H Kick, Standing L Punchx2, H Punch Rocket Punch
* Sentinel Force (bomb), Standing H Punch (as bombs hit), Rocket Punch, Hyper Sentinel Force
* H Punch Rocket Punch, Hyper Sentinel Force, Standing H Punch, H Punch Rocket Punch, Hyper Sentinel Force, repeat

SERVBOT

Servbot isn't much of a fighter, as he was only made to serve burgers, but he can do his share of damage. It isn't easy to play Servbot at all. He is short, which makes him hard to combo. In addition, his reach is almost nonexistent. Fries with that?

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Standing H Punch, Standing H Kick, ↘+H Punch

SPECIAL MOVES

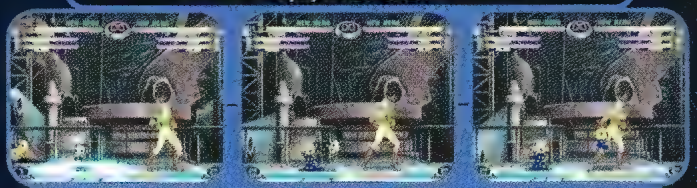
Servbot Fire
(when grounded or airborne) ↓,↘,→+either punch; hold either punch to charge

Damage: H: 7
The L Punch version creates a short-range flame, while the H Punch creates an arcing burst.

Supporting Attack! (grab)
↓,↙,←+H Punch

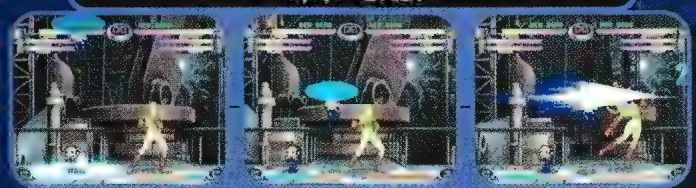
Damage: 7
This projectile server grabs and incinerates your opponent for a short time.

Supporting Attack! (rush)
↓,↙,←+L Punch



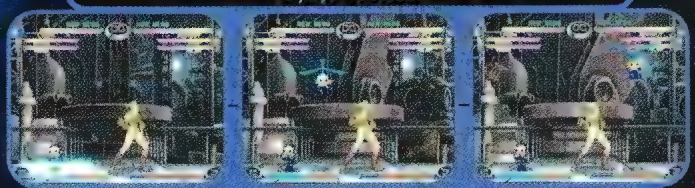
Damage: 3
This sends out a ground-level kamikaze food server.

Supporting Attack! (crash)
↓,↙,←+L Kick



Damage: 6
Here's a close-range anti-air counter.

Supporting Attack! (flying)
↓,↙,←+H Kick



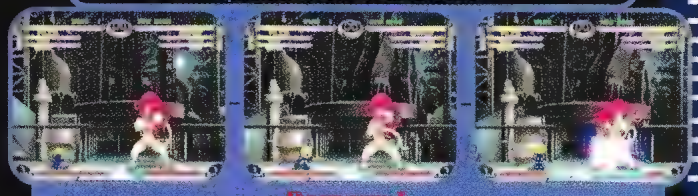
Damage: 6
This is similar to the anti-air counter above, but this time the server flies across the entire upper portion of the screen.

Servbot Machine
↓,↘,→+either kick

Damage: 1

That is a very strange charging move that leaves Servbot vulnerable if it does not connect.

Paper Airplane
↓,↘,→+ (START); hold (START) to delay explosion; press ↑ or ↓ to direct



Damage: 1

This is a very strange projectile.

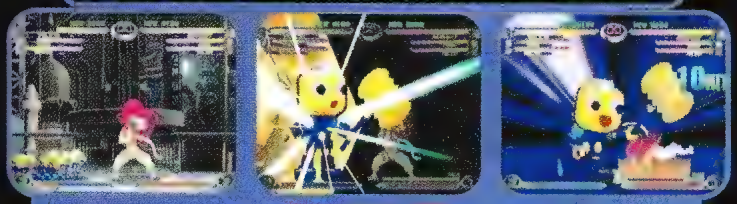
HYPER COMBOS

Lunch Rush
↓,↘,→+both punches

Damage: 48

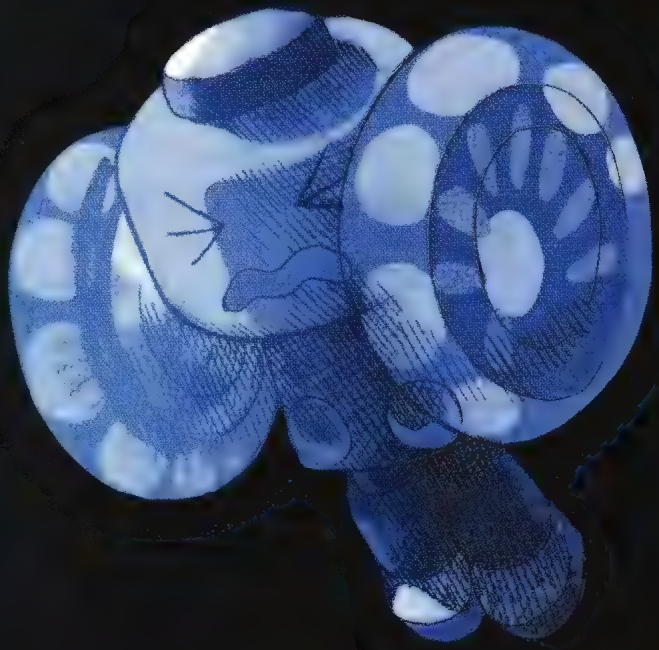
This is a low-level projectile that...

King Servbot
↓,↘,→+both kicks; press any button to slam mallet



Damage: 36

Perform this as close as possible to cause the most damage to your opponent.



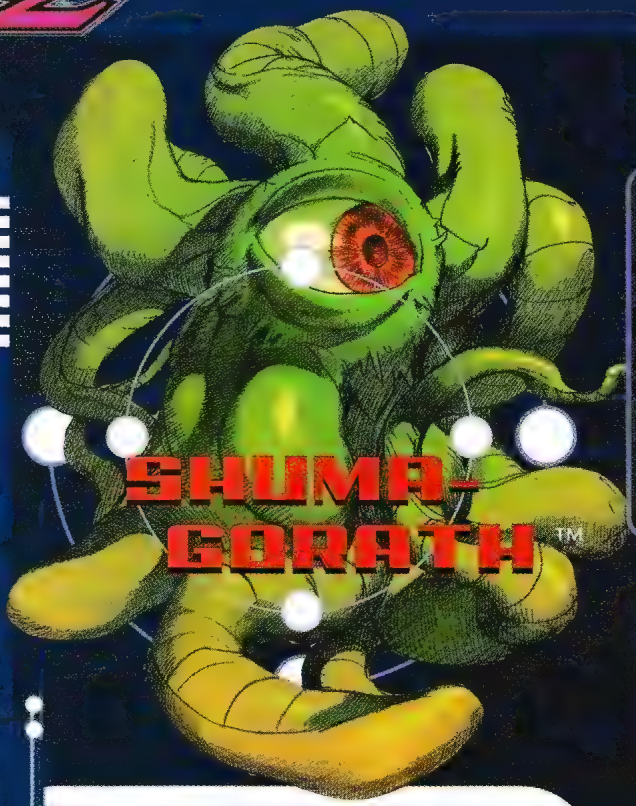
PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Balance Type
Assist Attack	Supporting Attack (rush)	H Punch Servbot Fire	L Punch Servbot Fire
Counter	Supporting Attack (rush)	H Punch Servbot Fire	L Punch Servbot Fire
D Hyper Combo	King Servbot	King Servbot	Lunch Rush

COMBOS

* Crouching L Punchx2, Crouching H Punch, or H Kick, Standing H Punch, or L Punch Servbot Fire

* Jumping L Kickx2, Crouching L Punchx2, Crouching H Kick, L Punch Servbot Fire, or Servbot Machine



SHUMA-GORATH™

Shuma-Gorath is a wild fighting beast. He stretches, deforms, and throws his body into the fray without a moment's hesitation. He is a strategic character who requires his player to think ahead. This is because his moves aren't too effective if not set up by good play.

MOVES LIST

THROWS

Biting Throw
(when close) ← or →+H Punch

Life Drain
(when close) ← or →+H Kick; press the buttons repeatedly to drain

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

Air Life Drain
(when close and airborne) any direction (except ↓ or ↑)+H Kick; press the buttons repeatedly to drain

LAUNCHERS

Standing M Kick, ↘+H Kick

SPECIAL BASIC ATTACKS

Launch Attack
(when airborne) ↑+H Punch

Damage: 13

This alternate aerial H Punch is designed to hit airborne opponents.

Stone Fall
(when airborne) ↓+H Kick

Damage: 7

This alternate Jumping H Kick attack alters Shuma-Gorath's trajectory midflight.

SPECIAL MOVES

Mystic Stare
←(hold 1 second), →+either punch

Damage: 8 then 23 (when the eyes explode)

In this projectile attack, eyes attach to your opponent, then explode after time passes. During the time the eyes are attached to your opponent, you cannot perform this move.

Mystic Smash
←(hold 1 second), →+either kick

Damage: 18

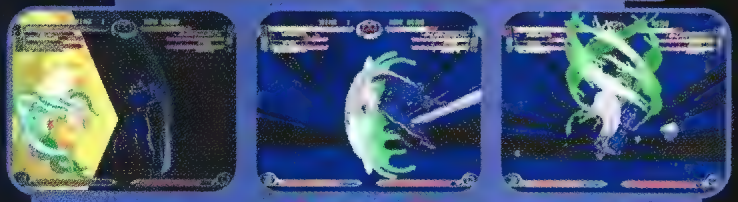
This charging special move flies at an arc.

Devitalization
(when close) →,↘,↓,↙,←+either kick

Damage: 300
Here's a special move throw.

HYPER COMBOS

Chaos Dimension
↓,↘,→+both punches; press H Punch or H Kick when close to grab; requires three Hyper Bars



Damage: 650
This is an expensive but useful Hyper Combo grab move.

Hyper Mystic Smash
↓,↘,→+both kicks

Damage: 400
This is an eye projectile barrage. The first batch of eyes will pounce close after the opponent.

PARTNER ASSISTS

Assist	Projectile Type	Expansion Type	Balance Type
Assist Attack	H Punch Mystic Stare	M Kick Mystic Smash	H Punch Mystic Stare
Counter	H Punch Mystic Stare	M Kick Mystic Smash	M Kick Mystic Smash
D Hyper Combo	Hyper Mystic Smash	Hyper Mystic Smash	Hyper Mystic Smash

COMBOS

* (opponent in corner)Jumping L Kick, Crouching L Kickx2, H Punch Mystic Stare or H Kick Mystic Smash
* Jumping H Kick, Standing L Kickx2, ↗, L Punch, L Kickx2, H Kick
* Chaos Dimension, Jumping H Kick, Standing L Kickx2, ↗, L Punch, L Kickx2, →+ H Kick or H Punch (to grab your opponent)

SILVER SAMURAI™

Silver Samurai has an extensive set of Hyper Combos, which makes playing him an enjoyable test of your creative powers. His special moves are very basic in comparison. It takes some work to get your Hyper Bars filled so you can use his fascinating Hyper Combos.

MOVES LIST

THROWS

Punch-Throw
(when close) ← or →+H Punch

Kick-Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Kick

LAUNCHER

Crouching H Punch

SPECIAL MOVES

Hyakuretsuto
→,↓,↘+either punch; or press either punch rapidly; →,→ to run while slicing

Damage: 18
This rapid-fire slicing attack can be made into a charging attack.

Shuriken
(when grounded or airborne) ↓,↘,→+either punch

Damage: 18
Silver Samurai throws a huge shuriken.

HYPER COMBOS

Cho-Shuriken
(when grounded or airborne during Toki) ↓,↘,→+both punches

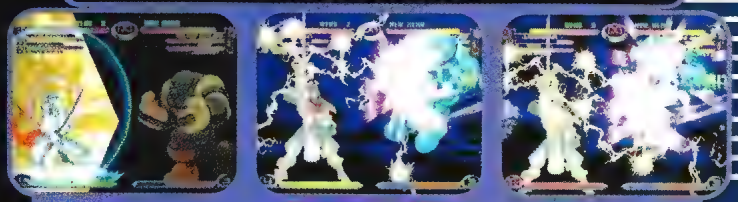
Damage: 95
This is a ground or airborne multiple hit projectile.

Toki-Rai
↓,↙,←+either punch

Damage: 0

This charges Silver Samurai's sword with electricity for a limited time.

Raimeiken
↓,↘,→+both kicks



Damage: 42

This full screen electrical release can counter just about anything.

Toki-Hyo
↓,↙,←+L Kick

Damage: 0

This chills Silver Samurai's sword so that he can freeze his opponent.

Hyougajin
(during Toki-Hyo) ↓,↘,→+both kicks

Damage: 38

Perform this as close as possible to inflict the most damage to your opponent.

Toki-En
↓,↙,←+H Kick

Damage: 0

This more heats up Silver Samurai's sword.

Gurenjin
(during Toki-En) ↓,↘,→+both punches

Damage: 42

This is a close-range general counter.

PARTNER ASSISTS

Assist	Ground Type	Projectile Type	Launcher Type
Assist Attack	H Punch Hyakuretsuto	H Punch Shuriken	Crouching H Punch
Counter	H Punch Hyakuretsuto	H Punch Shuriken	Crouching H Punch
D Hyper Combo	Raimeiken	Hyper Combo Hyakuretsuto	Cho-Shuriken

COMBOS

* Jumping H Punch, Crouching L Punch, Crouching H Kick
* Jumping H Punch, Crouching H Punch, ↗, L Punch, L Kickx2, H Kick, or Shuriken
* Jumping L Kick, Jumping L Punch, Standing L Punch, Hyakuretsuto
* Jumping H Kick, Crouching H Kick, Raimeiken

MOVES LIST

SONSON

Sonson is a cute little monkey girl with a lot of individuality. She borrows moves from other characters, and even though at first glance she seems odd, she is actually an all-around fighter with a move for any situation.

THROWS

Punch-Throw
(when close) ← or →+H Punch

Kick-Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Crouching H Kick, ↘+H Punch

SPECIAL ABILITIES

Kabe-Bashiri
↓,↙,←+either kick

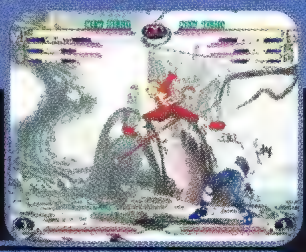
Hofuku-Zenshin
←,↙,↓,↘,→+either kick

SPECIAL BASIC ATTACKS

Kabe-Bashiri-go-tsuika-kogeki
(after Kabe-Bashiri) any attack button

Damage: 0 or 10 (with kick)

This tricky simian-like move is useful if used at random.



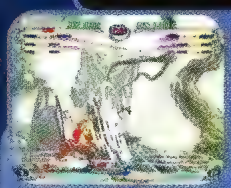
Gansaihekiretsu
→+H Punch

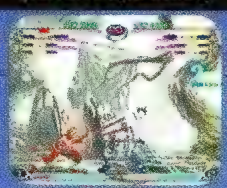
Damage: 10

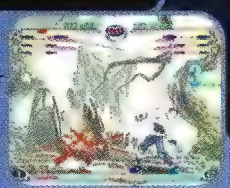
This alternate Standing H Punch has good reach.

SPECIAL MOVES

Fuusetuzan
(when grounded or airborne) press either punch repeatedly



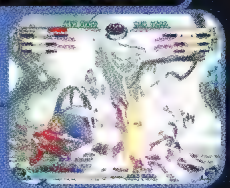




Damage: 3*1

Here's a good multiple hit attack.

Sienbu
(when grounded or airborne) ↓,↘,→+either punch



Damage: 12

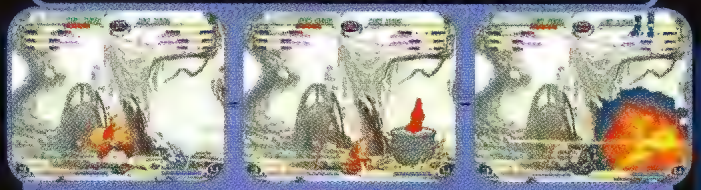
This is Sonson's downward projectile attack.

Seitenrengeki
→,↓,↘+either punch

Damage:18-22

This is a typical ground move counter.

Kinginnokoro
→,↘,↓,↙,←+either punch



Damage:22

This funny-looking move throws fish a good range for a counter.

HYPER COMBOS

Tentituukan
(when grounded or airborne) ↓,↘,→+both punches

Damage:41

This is a somewhat slow close-range counter.

P O W
↓,↘,→+both kicks

Damage: 45

If the P O W projectile hits your opponent, a button combo begins.

Enou
↓,↙,←+both punches; then either kick (beam), H Punch (uppercut), or L Punch (shake off punch)

Damage: 0 (during transform), 28 (punches), 50 (beam)

This transforms Sonson into a fire-breathing monkey god. Your opponent had better take notice when this Hyper is in effect.

PARTNER ASSISTS

Assist	Heal Type	Projectile Type	Anti-Air Type
Assist Attack	Life Up	H Punch Sienbu	H Punch Seitenrengeki
Counter	H Punch Fuusetuzan	L Punch Sienbu	L Punch Seitenrengeki
D Hyper Combo	Enou	Enou	Tentituukan

COMBOS

* Standing L Kickx2, or Standing L Punchx2, Standing H Punch, Crouching H Kick
* Jumping L Kickx2, Crouching H Kick, ↗, L Punch, L Kick, Fuusetuzan
* Jumping L Kickx2, Standing L Kick, Gansaihekiretsu, Fuusetuzan
* Jumping L Punchx2, Crouching L Punchx2, Crouching H Punch, H Punch Sienbu
* Jumping L Kickx2, Crouching L Kick, P O W

SPIDER-MAN™

MOVES LIST

THROWS

Punch Throw
(when close) ←or →+ H Punch.

Kick Throw
(when close) ←or →+ H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

↘+H Punch, ↘+H Kick, Standing M Punch

SPECIAL ABILITIES

Triangle Jump
While airborne, press away (←,↗ or ↘) from the side wall you're touching.

Air Dash
(when airborne) →,→ or both punches

Spidey displays all the attributes of his namesake in this game; he's fast, agile, and deadly. The holding power of his web, his agility with jumps and Hyper Combos, and his movement speed are his strengths. Be sure to make good use of them.

SPECIAL MOVES

Web Ball
(when grounded or airborne) ↓,↘,→+either punch

Damage: 10-12

The H Punch version of this projectile holds your opponent fast enough to follow with a combo.

Web Swing
(when grounded or airborne) ↓,↙,←+either kick

Damage: 22

This is a type of charging move that can be used to counter both low attacks and airborne opponents.

Spider Sting
→,↓,↘+either punch

Damage: 34

This is a typical ground move counter.

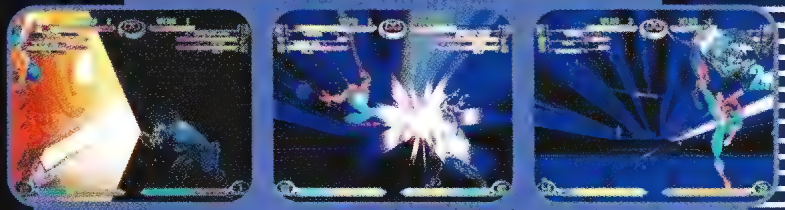
Web Throw
→,↘,↓,↙,←+either punch

Damage: 21

Throw chase ground and airborne projectiles if your opponent isn't too far away.

HYPER COMBOS

Maximum Spider
(when grounded or airborne) ↓,↘,→+both punches



Damage: 31

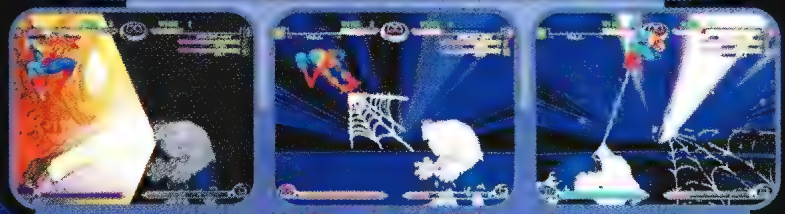
This is a very nice Hyper Combo, due to the trajectory of the initial attack and to the damage it inflicts.

Crawler Assault
↓,↘,→+both kicks

Damage: 41

This damaging Hyper Combo is well suited for countering ground attacks.

Ultimate Web Throw
↓,↙,←+both punches



Damage: 48

The range for the initial attack is about half the screen – a good ground attack counter. It can be used as an alternate to the Crawler Assault.

PARTNER ASSISTS

Assist	Capture Type	Expansion Type	Anti-Air Type
Assist Attack	H Punch Web Ball	H Kick Web Swing	H Punch Spider Sting
Counter	H Punch Web Ball	H Kick Web Swing	H Punch Spider Sting
D Hyper Combo	Crawler Assault	Crawler Assault	Crawler Assault

COMBOS

* Jumping H Punch, Crouching L Punch, Crouching L Kick, Crouching H Punch
* Standing L Punchx2, ↗, L Punch, L Kickx2, H Kick
* H Punch Web Ball, Jumping H Punch, Standing L Punchx2, ↗, L Punch, L Kickx2, Web Swing
* Jumping L Punch, Jumping L Kick, Jumping H Punch, ↘+H Punch, ↗, L Punch, L Kickx2, H Kick
* Jumping L Punch, Jumping L Kick, Jumping H Punch, Standing L Kickx2, Crouching H Kick, Crawler Assault

MOVES LIST

SPIRAL

The exotic Spiral has a style all her own. She fights like she is part of an elegant dance. You, the choreographer, must defeat her opponents with thought and planning. Find the best patterns of using her sword moves and the Metamorphosis to ensure victory.

THROWS

Punch Throw
(when close) ← or →+H Punch

Air Kick Throw
(when close and airborne) any direction (except ↓ or ↑)+H Kick

Air Punch Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

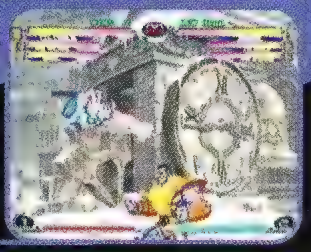
Crouching H Kick

SPECIAL BASIC ATTACKS

One Arm Punch
(when airborne) ↓+L Punch

Damage: 4

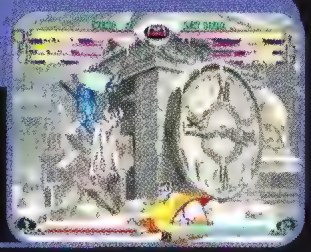
This is an alternate Jumping L Punch.



Double Arm Punch
(when airborne) ↓+H Punch

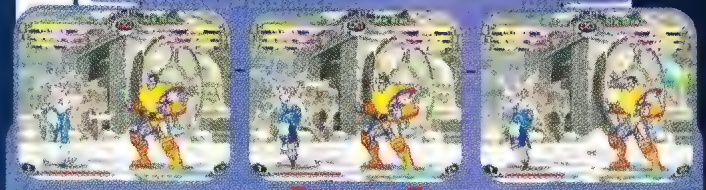
Damage: 13

This is an alternate Jumping H Punch.



SPECIAL MOVES

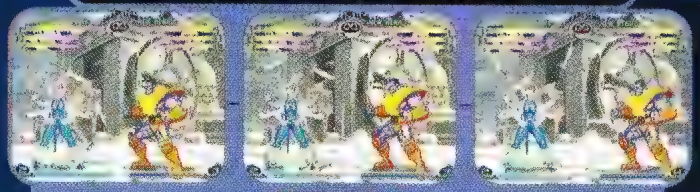
Dancing Sword
(when grounded or airborne) →,↘,↓,↙,←+either punch



Damage: 11

This summons the set of six swords that Spiral uses in battle. Pressing Punch/Kick buttons and sword acts as a shield for your opponent.

Flying Sword B
(when grounded or airborne) ↓,↘,→+L Punch (forward) or H Punch (up)



Damage: 21

There are two ways to release the set of six swords.

Teleport
(when grounded or airborne) ↓,↙,←+L Kick

Damage: 11

This teleports you right above your opponent.

Six Hand Grapple
(when grounded or airborne) →,↓,↘+either punch

Damage: 16

In this special move anti-air throw, Spiral is left open for a second if she misses.

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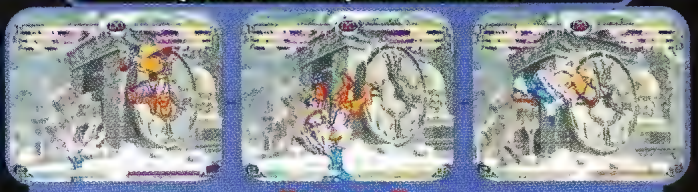
Flying Sword C
↓,↘,→+L Kick (circle) or H Kick (6 directions)

Damage: 9

The "circle" variation can be used defensively as well as offensively by performing it, summoning another set of six swords then assaulting your opponent.

Dance-nosedive
(when airborne) ↓,↙,←+H Kick



Damage: 0

This quickly brings Spiral to the ground from one of her dive poses, quickly fooling your opponent into missing an attack or making

HYPER COMBOS

Dance-Attack Up
(when grounded or airborne) ↓,↘,→+both kicks

Damage: 0

This speeds up Spiral's attacks for a brief amount of time.

Dance-Power Up
(when grounded or airborne) ↓,↘,→+both kicks

Damage: 0

This powers up Spiral's attacks for a brief amount of time.

Stampede Sword
(when grounded or airborne) ↓,↘,→+both punches

Damage: 7x5

This is a shower of both projectiles

Metamorphosis
(when grounded or airborne) ↓,↙,←+both punches; press either punch to grab when close; requires three Hyper Bars

Damage: 19

It's a great combo if you can land it

PARTNER ASSISTS

Assist	Projectile Type	Variety Type	Ground Type
Assist Attack	Flying Sword B	Flying Sword C	Standing H Punch
Counter	Flying Sword B	Flying Sword C	Crouching H Punch
D Hyper Combo	Stampede Sword	Stampede Sword	Metamorphosis

COMBOS

* Standing L Punch, Standing L Kick, Standing H Punch
* Jumping L Punch, Jumping H Punch, Standing L Punch, Standing H Punch
* Dancing Sword, Jumping L Punch, Jumping H Punch, Standing L Punch, Standing H Punch, L Punch repeatedly to release the swords
* Jumping L Punch, Jumping H Punch, Crouching H Kick, ↗, L Punch, L Kickx2, H Punch

STORM™

The sky is Storm's natural habitat; therefore, she has the highest level of ability when it comes to aerial attacks. Her mastery of the winds also gives her the ability to summon a typhoon (via the Double Typhoon) where her opponent stands. This can be used to control and mislead your opponent.

MOVES LIST

THROWS

Lightning Throw
(when close) ← or →+H Punch

Tornado Throw
(when close) ← or →+H Kick

Air Lightning Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Crouching H Punch, ↘+H Kick

SPECIAL ABILITIES

Flying
↓,↙,←+both kicks

Air Dash
(when airborne) both punches

SPECIAL BASIC ATTACKS

Upper Punch
(airborne, after L Punch or L Kick have hit) ↑+L Punch

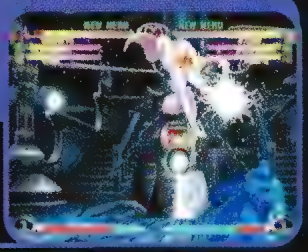
Damage: 7

Here's an easy aerial combo.

Lower Punch
(when airborne, after L Punch or L Kick have hit) ↓+L Punch

Damage: 7

Here's another easy aerial combo.



SPECIAL MOVES

Whirl Wind
(when grounded or airborne) ↓,↘,→+either kick

Damage: 15-18

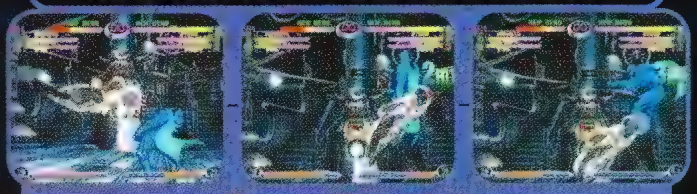
This is Storm's projectile attack.

Double Typhoon
(when grounded or airborne) →,↘,↓,↙,←+either kick

Damage: 10

This auto-aiming attack encourages your opponent to keep moving or to go airborne (entering Storm's domain).

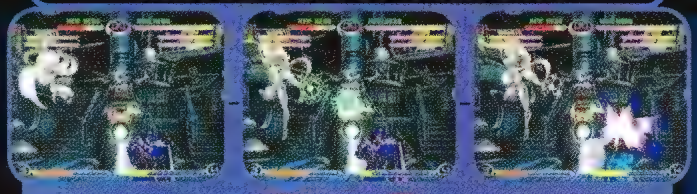
Lightning Attack
(when grounded or airborne) H Punch + L Kick



Damage: 7 each hit

This quick and easy charging move can be redirected for a total of three charges.

Lightning Sphere
(when airborne) ↓,↙,←+either punch

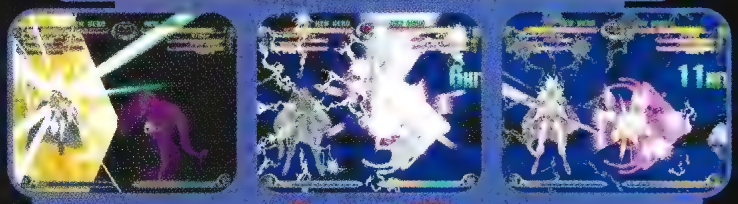


Damage: 12

This is Storm's second projectile. The L Punch version travels at a descending angle, which is useful.

HYPER COMBOS

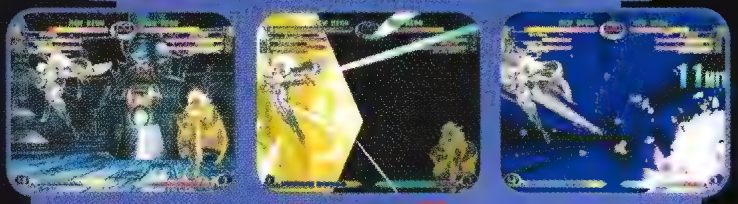
Lightning Storm
(when grounded or airborne) ←,↙,↓,↘,→+both punches



Damage: 42

This is a full-screen lightning attack.

Ice Storm
↓,↙,←+both punches



Damage: 41

This is the only move that Storm cannot perform while airborne, but it's her most effective Hyper Combo against lightweight opponents.

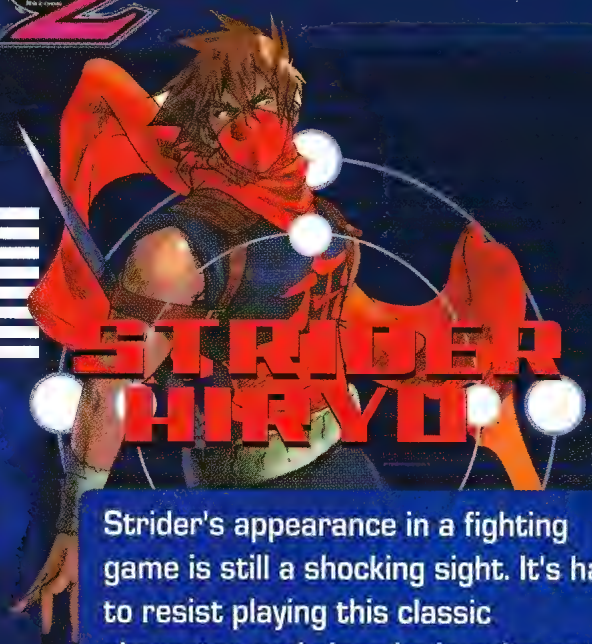
PARTNER ASSISTS

Assist	Projectile Type	Expansion Type	Balance Type
Assist Attack	H Kick Whirl Wind	Lightning Attack	H Kick Double Typhoon
Counter	H Kick Whirl Wind	Lightning Attack	H Kick Double Typhoon
D Hyper Combo	Lightning Storm	Lightning Storm	Ice Storm

COMBOS

* Crouching L Punchx2, Crouching L Kick, Whirl Wind
* Jumping H Punch, Jumping H Kick, Crouching L Kickx2, Whirl Wind
* Whirl Wind, Lightning Storm, or Ice Storm
* Jumping H Punch, Jumping H Kick, Standing H Kick, ↗, L Punch, L Kickx2, H Punch, or Whirl Wind, or Lightning Attackx3

MOVES LIST



STRIDER HIRYU

Strider's appearance in a fighting game is still a shocking sight. It's hard to resist playing this classic character, and since he is quite good, there's no good reason not to play him. He can be played very aggressively, in combination with Partner Assists, to create corner traps that set up combinations following a successful Vajla.

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

Crouching H Punch

SPECIAL ABILITIES

Double Jump
(when airborne) ↖ or ↑ or ↗

Triangle Jump
(when airborne) press away (↗, or ↘, or →) from the side wall you're touching

SPECIAL BASIC ATTACK

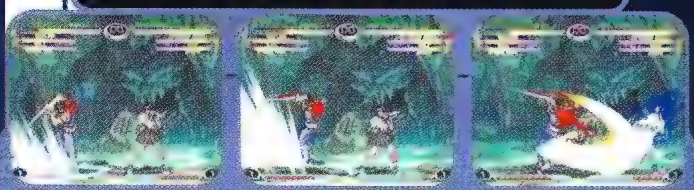
Sliding
↘+H Kick

Damage: 12

This sliding kick knocks opponents off their feet.

SPECIAL MOVES

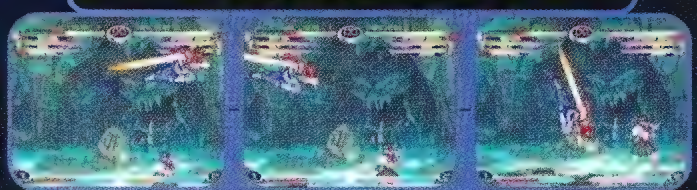
Amenomurakumo
↓,↘,→+either punch



Damage: 14

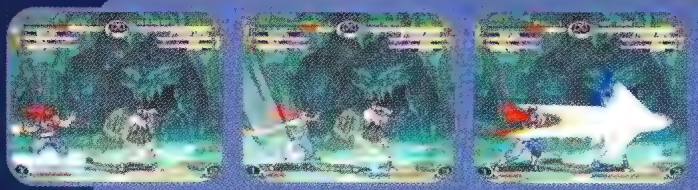
This is a spectacular, slow-hanging slice.

Excalibur
↓,↘,→+any attack button



Damage: 21

This charging attack sends Strider in a different direction depending on the attack button you use.

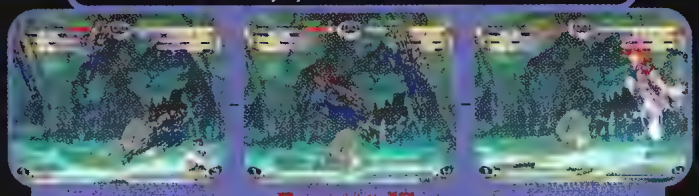


Gram
(when grounded or airborne [punch only])
→,↓,↘+any attack button

Damage: 15-18

Here's a real, long-reaching slice.

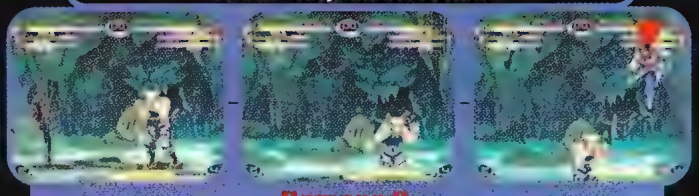
Vajla
↓,↙,←+either kick



Damage:11

Flak teleport ends in an aerial kick. It is very useful when you get opponents in a situation where they really want to attack.

Warp
←,↓,↙+any attack button



Damage:0

The basic teleport does not hurt you at the location Sonia can appear before he tries (unlike Psylocke's for example).

Formation A (Tiger)
Formation A (Eagle)
↓,↘,→+L Kick or H Kick

Damage:16

The L Kick version sends a ground-level Kikoo projectile across the screen. The H Kick version sends an airborne eagle across the screen.

Formation B
←(hold 1 second), →+either punch

Damage:14

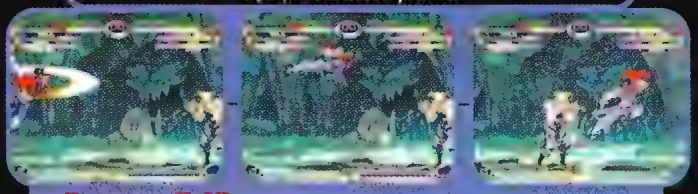
This will automatically follow that with the first attack by repeating the input command again.

Formation C
←(hold 1 second), →+either kick

Damage:20

The V3 summons a robot that shoots a bomb in front of Sonia determined by the button used to perform the move.

Wall Attachment
↓,↙,←+either punch



Damage:0; 12 (Jumping Kick or Sabre Attack); **8** (Sliding Kick)

From Wall Attachment press →+kick, ←+either punch, ↓+either punch, ↓,↘,→+either kick for Sabre Attack, either kick for Jumping Attack, or ↓,↘,→+either kick for the sliding kick.

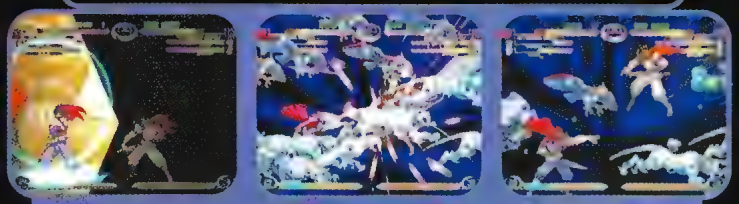
HYPER COMBOS

Ragnarok
→,↓,↘+both punches

Damage: 31

This damaging beam comes down from the sky with a crushing impact.

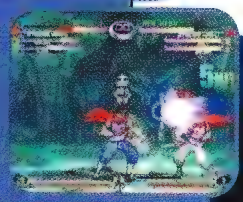
Legion
↓,↘,→+both kicks



Damage: 41

This sends a full screen's worth of Sonia's helpers across the screen at your opponent.

Ouroboros
↓,↘,→+both punches



Damage: Touch hit, 2 each projectile

This will summon two robots that circle Strider, shielding him and firing projectiles when you use punch attacks.

PARTNER ASSISTS

Assist	Ground Type	Variety Type	Projectile Type
Assist Attack	H Punch Amenomurakumo	H Kick Vajla	Formation A (eagle)
Counter	H Punch Amenomurakumo	H Kick Vajla	Formation A (eagle)
D Hyper Combo	Legion	Legion	Legion

COMBOS

* Formation B, Jumping H Punch, Crouching L Punchx2, release Formation B
* Ouroboros, Vajla, fire with Ouroboros
* Jumping H Kick, Crouching L Punch, Crouching L Kick, Crouching H Kick
* Standing L Punch, Standing L Kickx2, Crouching H Punch, ↗, L Punch, L Kickx2, H Punch
* Jumping H Kick, Crouching L Punch, Crouching L Kick, Crouching H Punch, ↗, L Punch, L Kickx2, Excalibur

Funny and youthful, T Bonne breaks the seriousness of the game with some good old fashioned passive aggressiveness. Her opponents are usually not amused by her antics, however, since her many multiple-hit moves are annoying for the person being hit. This works to your benefit because a frustrated opponent is a sloppy opponent.

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHER

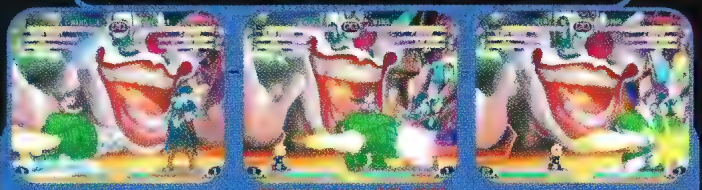
Crouching H Punch

SPECIAL ABILITIES

Air Dash
(when airborne) →,→ or both punches

SPECIAL MOVES

Bonne Strike
(when grounded or airborne) ↓,↘,→+either kick



Damage: 11-20

This mean-champ move hits multiple times.

Beacon Bomb
↓,↘,→+either punch

Damage: 10

If you connect with the dazed beam projectile, the servbots will grab and incapacitate your opponent for a brief time.

Servbot Launcher
→,↓,↘+either punch

Damage: 15

Here's an anti-air counter.

HYPER COMBOS

Servbot Surprise
↓,↙,←+both punches

Damage: 6-1

This is a close- to medium-range counter.

Servbot Takeout
↓,↘,→+both punches

Damage: 43

This is a Beacon Bomb Hyper Combo that connects well. Unfortunately, you must be pretty close to connect with it.

PARTNER ASSISTS

Assist	Throw Type	Anti-Air Type	Projectile Type
Assist Attack	Ground Throw	Standing M Kick	Crouching M Punch
Counter	Bonne Strike	Standing M Kick	Crouching M Punch
D Hyper Combo	Servbot Takeout	Servbot Surprise	Servbot Surprise

COMBOS

* Jumping H Kick, L Punchx2, Bonne Strike
* Jumping L Kick (3 hits), Jumping H Punch, Crouching L Punch, Crouching H Punch, ↗, L Punch, L Kickx2, H Kick or Bonne Strike
* Beacon Bomb, Servbot Takeout
* Jumping L Kick (3 hits), H Kick, L Punchx2, Servbot Takeout
* Jumping L Kick (3 hits), Jumping H Punch, Crouching L Punch, Crouching H Punch, ↗, H Punch Beacon Bomb

THANOS™

MOVES LIST

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

LAUNCHERS

Crouching H Punch (↘+H Punch has a farther-reaching animation)

Thanos is a big character with powerful moves and average movement speed. He also has decent abilities for a big character when it comes to performing combinations with basic attacks. Especially nice is his Standing H Punch, which hits a large area for a basic attack.

SPECIAL BASIC ATTACKS

Nosedive Tackle
(when airborne) ↓+H Kick

Damage: 12

Thanos bounces back when this connects.

Circle Kick
←+H Kick

Damage: 13

This is an alternate Standing H Kick.

SPECIAL MOVES

Titan Crash
(when grounded or airborne) ↓,↘,→+either punch

Damage: 15-18

Here's a charging move.

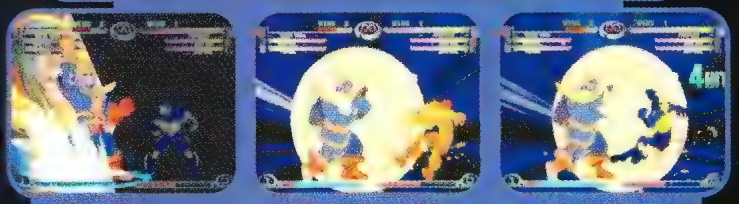
Death Sphere
↓,↘,→+either kick

Damage: 15

This projectile knocks your opponent for a short period of time.

HYPER COMBOS

Gauntlet Power
↓,↘,→+both punches



Damage: 52

This is a huge projectile. If your opponent starts to jump over this, switch it up with the Gauntlet Soul.

Gauntlet Reality
↓,↙,←+both punches

Damage: 44

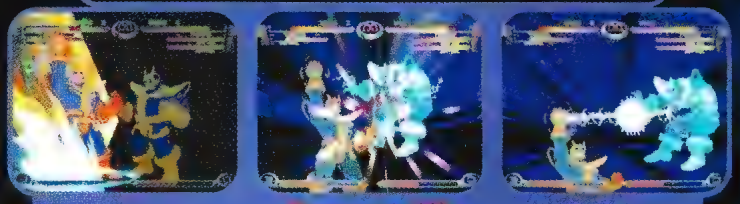
Two walls form and squish your opponent from both sides.

Gauntlet Space
↓,↘,→+both kicks

Damage: 28

This isn't very damaging at far range, but if mixed up with Thanos's other Hyper Combos, it may catch your opponent off guard. It also makes a wonderful close range counter.

Gauntlet Soul
↓,↙,←+both kicks



Damage: 38

The autoaiming grab frequently comes in handy. It includes a lifesteal component which makes it very useful.

PARTNER ASSISTS

Assist	Capture Type	Dash Type	Launcher Type
Assist Attack	H Kick Death Sphere	H Punch Titan Crash	Crouching M Punch
Counter	H Kick Death Sphere	H Punch Titan Crash	Crouching M Punch
D Hyper Combo	Gauntlet Power	Gauntlet Reality	Gauntlet Space

COMBOS

* Standing L Punch, Standing L Kickx2, Standing H Punch
* Standing L Punch, Standing L Kickx2, Standing H Kick, H Punch Titan Crash
* Jumping H Kick, L Punchx2, H Punch Titan Crash
* Jumping L Kick, Jumping H Kick, L Punch, H Kick
* Jumping L Kick, Jumping H Kick, ↘+H Punch, ↗, L Punch, L Kickx2, Nosedive Tackle, or Titan Crash
* Circle Kick, Gauntlet Power, Gauntlet Soul

VENOM™

Venom is a creative and unorthodox fighter. Get used to his moves and their strengths, or you will suffer confusing defeats at first. Luckily, he only has a few moves to worry about.

MOVES LIST

THROWS

Punch Throw
(when close) ← or → +H Punch

Kick Throw
(when close) ← or → +H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

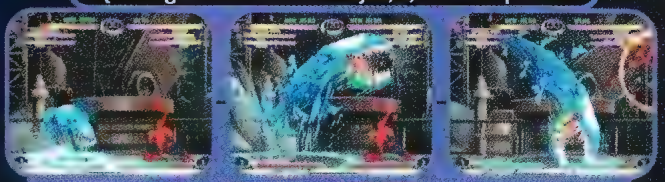
↘+H Punch, Standing M Punch

SPECIAL ABILITIES

Air Dash
(when airborne) →,→ or both punches

SPECIAL MOVES

Venom Fang
(when grounded or airborne) ↓,↘,→+either punch



Damage: 24-28
Venom melts and becomes his own projectile. The archer fights a rival, he uses it helps avoid knockout counters.

Web Throw
→,↘,↓,↙,←+either punch

Damage: 16-22 + any the detached web connects
This projectile is most powerful at close to medium range, where it will stick to a close if it connects.

Venom Rush
↓,↘,→+either kick

Damage: 24
The L Punch version can be used as a close-range attack and never counter.

HYPER COMBOS

Venom Web
↓,↘,→+both punches

It's hard for an opponent to escape this cool Hyper Combo. Use this whenever you think your opponent will drop his defenses and won't be attacking the upper-center of the screen.

Death Bite
↓,↘,→+both kicks

This Hyper Combo version of the Venom Rush travels farther than the length of the screen.

PARTNER ASSISTS

Assist	Expansion Type	Variety Type	Launcher Type
Assist Attack	M Punch Venom Fang	M Kick Venom Rush	Standing M Punch
Counter	M Punch Venom Fang	M Kick Venom Rush	Standing M Punch
D Hyper Combo	Death Bite	Death Bite	Death Bite

COMBOS

* Standing L Punchx2, H Punch Web Throw
* ↘+H Punch, ↗, L Punch, L Kickx2, Venom Fang
* Jumping L Kickx2, ↘+H Punch, L Punch, L Kickx2, Venom Fang
* Jumping L Kickx2, Crouching L Kickx2, Death Bite

WAR MACHINE™

War Machine, like Iron Man, plays a little oddly. He is definitely a different breed of fighter, but once you get used to his moves, you can play and win with him comfortably. His weaknesses are his lack of a good general counter and a very short-range launcher.

MOVES LIST

THROWS

Ground Throw
(when close) ← or →+H Punch

Dash Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Standing H Kick, ↘+H Kick

SPECIAL ABILITIES

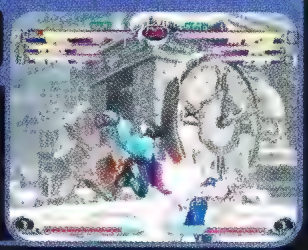
Flying
↓,↙,←+both kicks

SPECIAL BASIC ATTACKS

Nosedive Kick
(when airborne) ↓+H Kick

Damage: 12

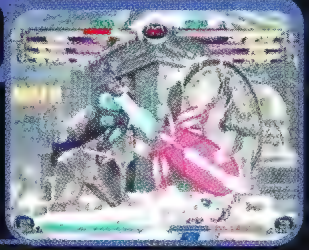
This is an alternate aerial attack. War Machine bounces away from his opponent when this connects.



Beat Punch
(when airborne) ↓+H Punch

Damage: 13

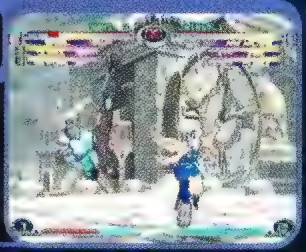
This is another alternate aerial attack. Use this attack to counter anti-air measures from your opponent.



Throw Up Kick
(when airborne) ↑+H Kick

Damage: 13

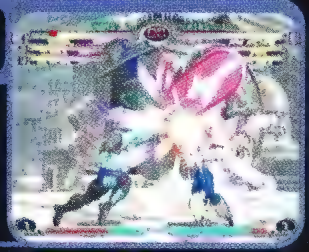
Here's another alternate aerial attack. This can be used to hit airborne opponents over you.



Throw Up Punch
(when airborne) ↑+H Punch

Damage: 13

Here's another alternate aerial attack. This can be used to hit airborne opponents in front and above you



SPECIAL MOVES

Shoulder Cannon

(when grounded or airborne)
(punch only) ↓,↘,→+either punch

Damage: 12-18

The kick versions are low-level projectiles that cannot be ducked.

Smart Bomb

(when grounded or airborne) H Punch + L Kick

Damage: 18

The unusual projectile would be useful in medium-range ground-level battles, or when airborne to punish a grappler/trapper opponent.

Repulsor Blast

→,↘,↓,↙,←+either punch

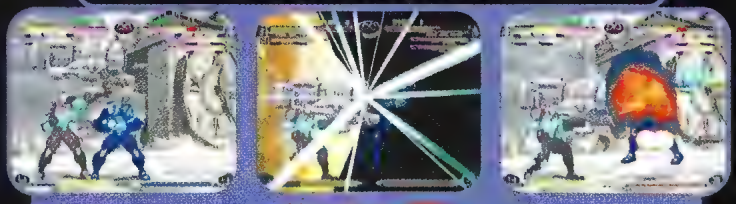
Damage: 24-36

This is War Machine's general move counter. The repulsor rays protect you well forward at first, then they recede until some are close to you. Depending on distance from the center ray, this maximum hit of this thing can have been covered. Basically, it is an effective counter over a ground attack counter. After that, you'll just have some recovery time in most situations.

HYPER COMBOS

Proton Cannon

↓,↘,→+both punches



Damage: [illegible]

This Hyper Shoulder Cannon has two benefits. One, it is high level and quick, so it is hard to jump over. Two, the cannon can hit opponents as it creeps into War Machine's hand. This allows it to be used as a counter against standing or retreating opponents.

War Destroyer

↓,↘,→+both kicks

Damage: [illegible]

This is a nice switch from the Proton Cannon because, rather than jumping to escape, your opponent must dash instead.

PARTNER ASSISTS

Assist	Projectile Type	Anti-Air Type	Variety Type
Assist Attack	L Punch Shoulder Cannon	L Punch Repulsor Blast	Smart Bomb
Counter	L Punch Shoulder Cannon	L Punch Repulsor Blast	Smart Bomb
D Hyper Combo	Proton Cannon	War Destroyer	War Destroyer

COMBOS

* Jumping H Punch, L Punch, Standing L Punch, Crouching H Kick
* L Kick, Crouching L Punch, Shoulder Cannon or Repulsor Blast
* Jumping L Kickx2, Standing H Kick, ↗, L Punch, L Kick x2, H Kick or Shoulder Cannon
* Jumping H Kick, Standing H Kick, War Destroyer

MOVES LIST

WOLVERINE™

Wolverine is a short character with big claws. The claw factor prevents him from being hampered by a short reach like some of the other smaller characters (Roll, for example). Use his speed and balanced moves to counter whatever your opponent throws your way.

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Standing H Kick, and ↘+H Kick

SPECIAL ABILITIES

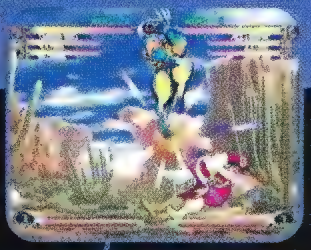
Triangle Jump
(when airborne) press away from the side wall (→,↗, or ↘) when you touch it.

SPECIAL BASIC ATTACKS

Air Stomp
(when airborne) ↓+H Kick

Damage: 13

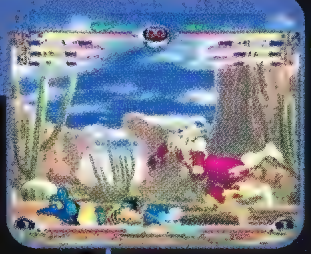
This alternate aerial attack changes your angle of descent. Wolverine bounces fairly far away when this connects.



Sliding Claw
↘+H Punch

Damage: 14

This very low-level attack can safely travel underneath most of the projectiles in the game. It's a good companion to Wolverine's quick advancing Crouching H Kick



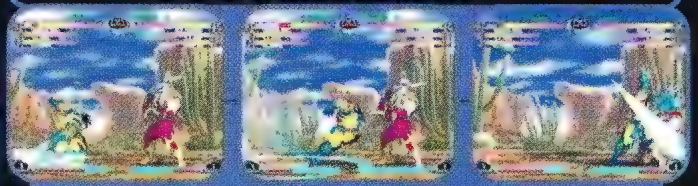
SPECIAL MOVES

Berserker Barrage
↓,↘,→+either punch

Damage: 10-11

This charging attack is led by a double slash. It does a reasonably good job of dealing damage while keeping Wolverine out of harm's way.

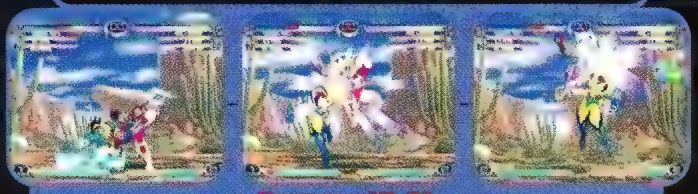
Berserker Claw
↓,↙,←+either punch



Damage: 16

Here's a dashing slice. The H Punch can pass through your opponent if you are too close when you perform it.

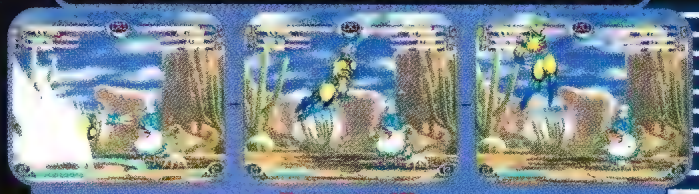
Tornado Claw
→,↓,↘+either punch



Damage: 11-21

This is a typical general move cour[illegible]

Drill Claw
(when grounded or airborne) any direction+H Punch+L Kick

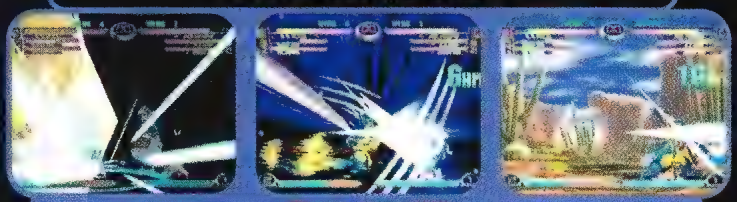


Damage: 15

[illegible]

HYPER COMBOS

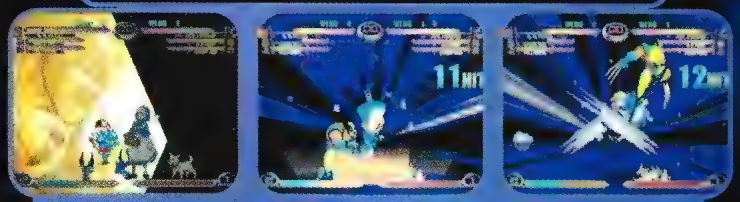
Berserker Barrage X
↓,↘,→+both punches



Damage: 47

This charging Hyper Combo travels about three-fourths of the screen. Even though the last couple of hits are the most powerful, try to be as close as possible when you use this

Weapon X
→,↓,↘+both punches



Damage: 30

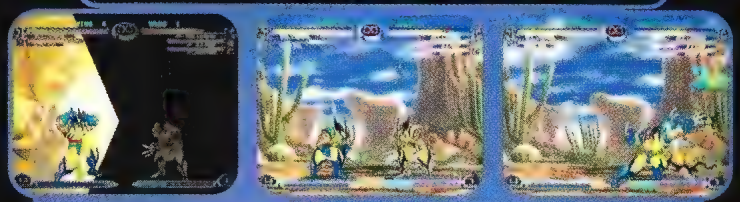
The initial charge of this Hyper Combo travels the length of the screen very quickly, making it a good ground counter

Fatal Claw
→,↓,↘+both kicks

Damage: 47

The "X" hits most of the area around Wolverine. This can be used as an anti-air counter.

Berserker Charge
↓,↘,→+both kicks



Damage: 0

Wolverine gains a speed bonus for a short period of time. This can lead to deadly combinations.

PARTNER ASSISTS

Assist	Expansion Type	Anti-air Type	Dash Type
Assist Attack	H Punch Berserker Barrage	H Punch Tornado Claw	Drill Claw
Counter	H Punch Berserker Barrage	H Punch Tornado Claw	Drill Claw
D Hyper Combo	Berserker Barrage X	Fatal Claw	Fatal Claw

COMBOS

* Standing L Punchx3, standing H Punch
* L Punch, L Kickx2, Sliding Claw, Berserker Barrage
* Jumping L Kick, Jumping H Kick (right after the L Kick), L Punch, L Kick, crouching H Kick or Sliding Claw
* Jumping H Punch, standing H Kick, ↗, L Punchx5 or →, Drill Claw
* Jumping L Punchx2, L Kickx2, Sliding Claw, Berserker Barrage X

WOLVERINE™

MOVES LIST

THROWS

Punch Throw
(when close) ← or →+H Punch

Kick Throw
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

Standing H Kick, and ↘+H Kick

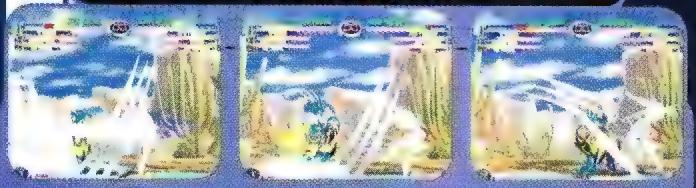
SPECIAL ABILITIES

Triangle Jump
(when airborne) press away from the side wall (→,↗, or ↘) when you touch it.

This version of Wolverine is even more powerful than the regular version. He has a more versatile selection of moves, which allows deeper strategy and tactics to come forth during his play.

SPECIAL MOVES

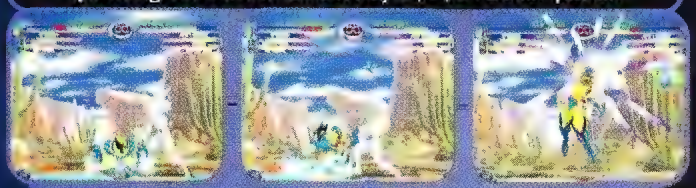
Berserker Barrage
↓,↘,→+either punch



Damage: 15

A charging attack lead by a double slash deals a lot of damage while keeping Wolverine out of harm's way.

Tornado Claw
(when grounded or airborne) →,↓,↘+either punch

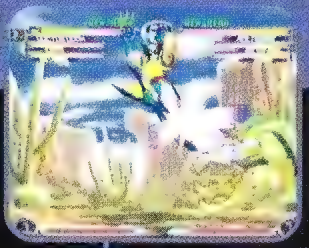


Damage: 17-21

This is a typical uppercut move, only the

SPECIAL BASIC ATTACKS

Shooting Star Kick
(when airborne) ↓+H kick



Damage: 13

This alternate aerial attack changes your angle of descent; Wolverine bounces away when this connects.

Sliding Claw
↘+H Punch

Damage: 14

This low-level attack can safely reach underneath most of the projectiles in the game. It's a good companion to Wolverine's quick advancing, Crouching H Kick.

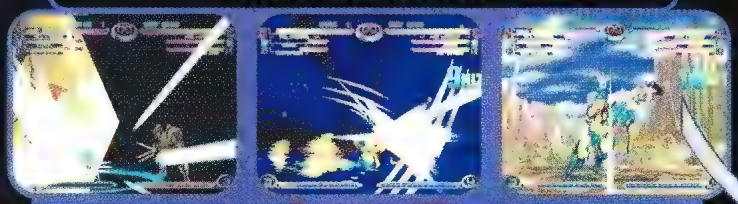
Drill Claw
(when grounded or airborne) any direction+H Punch+L Kick

Damage 16

This all-purpose flying attack can be used as an alternate airborne attack, an anti-air counter or a retreating move.

HYPER COMBOS

Berserker Barrage X
↓,↘,→+both punches



Damage: 47

This charging Hyper Combo travels about three-fourths of the screen. Even though the last couple of hits are the most powerful, try to be as close as possible when you use this.

Weapon X
→,↓,↘+both punches

Damage: 30

The initial charge of this Hyper Combo travels the length of the screen very quickly, making it a good ground counter.

PARTNER ASSISTS

Assist	Ground Type	Launcher Type	Variety Type
Assist Attack	Standing H Punch	Standing H Kick	Sliding
Counter	Standing H Punch	Standing H Kick	Sliding
D Hyper Combo	Berserker Barrage X	Berserker Barrage X	Berserker Barrage X

COMBOS

* Standing L Punchx3, Standing H Punch
* L Punch, L Kickx2, Sliding Claw, Berserker Barrage
* Jumping L Kick, Jumping H Kick (right after the L Kick), L Punch, L Kick, Sliding Claw
* Jumping H Punch, Standing H Kick, ↗, L Punch x5 or →, H Punch Tornado Claw
* Jumping L Punch x2, L Kick x2, Sliding Claw, Berserker Barrage X

ZANGIEF

As one of the original big characters, Zangief has come into his own over the years. His newest development is the metamorphosis of his skin to iron. When in this hardened form, the Russian bear blows off attacks and breathes fire. Mastery of Zangief's new form, as well as his difficult move commands, is your first priority.

MOVES LIST

THROWS

Throw Up
(when close) ↓,↙,←+L Punch

Iron Claw
(when close) ↓,↙,←+L Punch

Back Drop
(when close) ← or →+H Punch

Bite
(when close) ← or →+H Kick

Air Throw
(when close and airborne) any direction (except ↓ or ↑)+H Punch

LAUNCHERS

↘+H Punch or Crouching M Punch

SPECIAL ABILITIES

Dash Grab
→,→

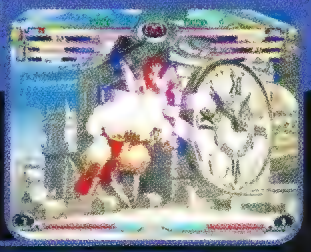
German Suplex or Bite
(during Dash Grab) either punch (German Suplex) or either kick (Bite)

SPECIAL BASIC ATTACKS

Head Butt
(airborne, after L Punch or L Kick have hit) ↑+L Punch

Damage: 10

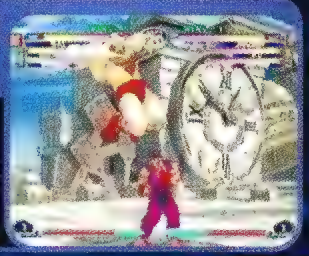
This easy aerial combo works best against airborne opponents.



Knee Drop
(when airborne) ↓+L Kick

Damage: 10

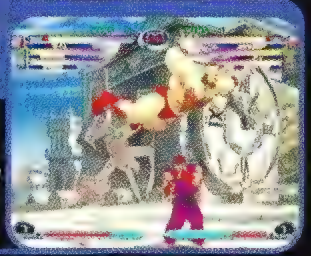
Here's an alternate Jumping L Kick



Body Press
(when airborne) ↓+H Punch

Damage: 18

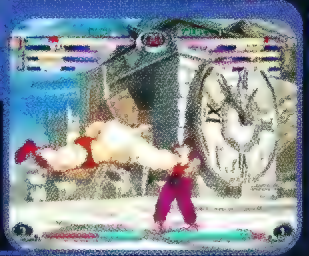
This great jumping attack can allow you to land behind your opponent for an easy grab.



Jumping Lariat
(when airborne) →+H Punch

Damage: 16

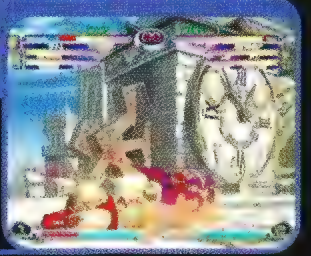
This is a far-reaching jumping attack.



Elbow Drop
←+L Punch

Damage: 10

This is a decent low-level attack counter.

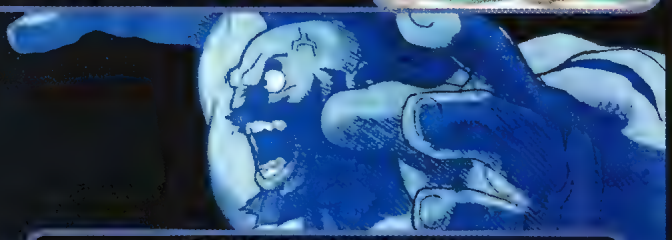


Jumping Elbow Drop

(when airborne) ↓+L Punch

Damage: 10

This move is nice since you can jump back then move forward in midair.



SPECIAL MOVES

Spinning Lariat or Double Lariat (Mecha Zangief)

(when grounded or airborne [Zangief only])both punches

Damage: 15

This physical attack can be used to pressure your opponent. Projectiles pass through Zangief during this move.

Quick Double Lariat

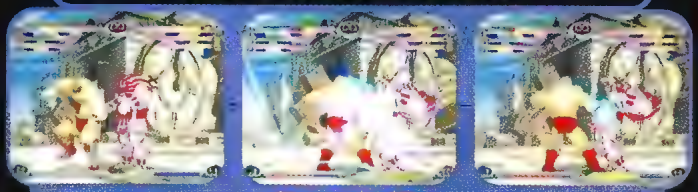
(when grounded or airborne [Zangief only])both kicks

Damage 14

This is an alternate lariat. During this version Zangief can not be hit by low-level attacks, but can be hit by projectiles.

Glowing Fist

(Zangief only) →,↓,↘+either punch



Damage 16

This overhead strike can negate projectiles.

Aerial Russian Slam

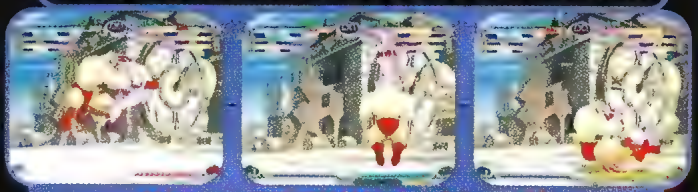
→,↓,↘+either kick

Damage: 32

Here's an anti-air throw.

Spinning Pile Driver

(when grounded or airborne) →,↘,↓,↙,←,↖,↑,↗,→+either punch



Damage: 28, 34 (Mecha Zangief)

This is Zangief's main threat and what you are always trying to land on your opponent.

Flying Power Bomb

←,↙,↓,↘,→+either kick

Damage: 24

If you can land this cloaking grapple move grab and you can use it to counter basic attacks.

Vodka Fire

(Mecha Zangief only) ↓,↘,→+either punch

Damage: 8-12

Here's a short-range projectile attack.

HYPER COMBOS

Final Atomic Buster
→,↘,↓,↙,←,↖,↑,↗,→+both punches

Damage: 485

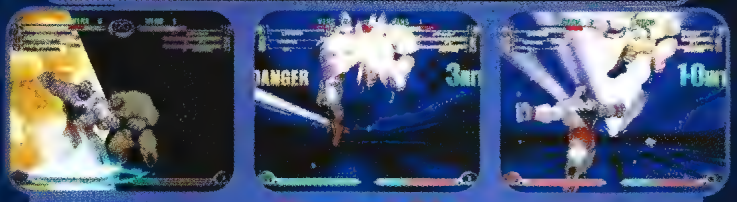
A Hyper version of the Spinning Pile Driver, this is another of Zangief's main threats.

Iron Body
←,↓,↙+L Kick

Damage: 0

This is the move that changes Zangief back and forth between "Zangief" and "Mecha Zangief." In Mecha form he cannot be knocked off his feet.

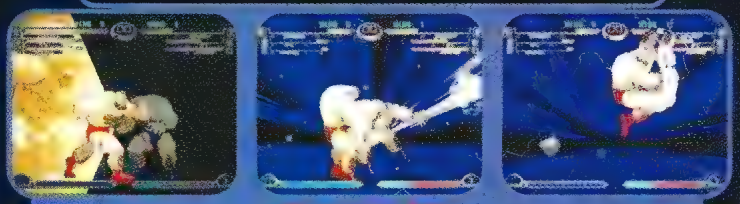
Siberian Blizzard
(Mecha Zangief only) →,↘,↓,↙,←,↖,↑,↗,→+both kicks



Damage: 9.1

This is a close-range counter move.

Ultra Final Atomic Buster
(Zangief only) →,↘,↓,↙,←,↖,↑,↗,→+both kicks; requires three Hyper Bars



Damage: 579

This is the big bad throw. It is an upgrade of the Spinning Pile Driver line of throws. It's useful if you need big damage in a hurry.

PARTNER ASSISTS

Assist	Ground Type	Throw Type	Air-Throw Type
Assist Attack	H Punch Double Lariat	L Kick Flying Power Bomb	H Kick Aerial Russian Slam
Counter	H Punch Double Lariat	L Kick Flying Power Bomb	H Kick Aerial Russian Slam
D Hyper Combo	Double Lariat (Hyper Combo version)	Double Lariat (Hyper Combo version)	Double Lariat (Hyper Combo version)

COMBOS

* Body Press, Crouching L Punch, Crouching L Kick
* Jumping H Kick, Crouching L Kick, Crouching H Kick
* ↘+H Punch, Aerial Russian Slam
* Jumping H Punch, Standing L Punch, Standing L Kick, Glowing Fist
* Body Press, Crouching L Punchx2, ↗, L Punch, L Kick, H Punch

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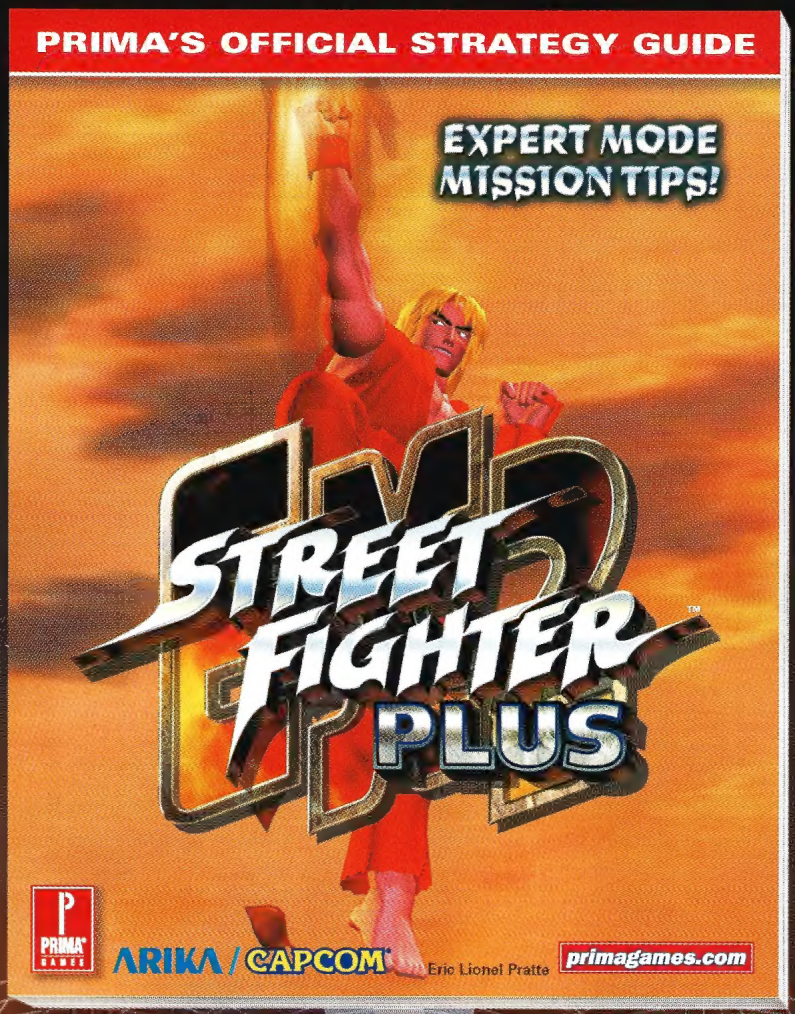

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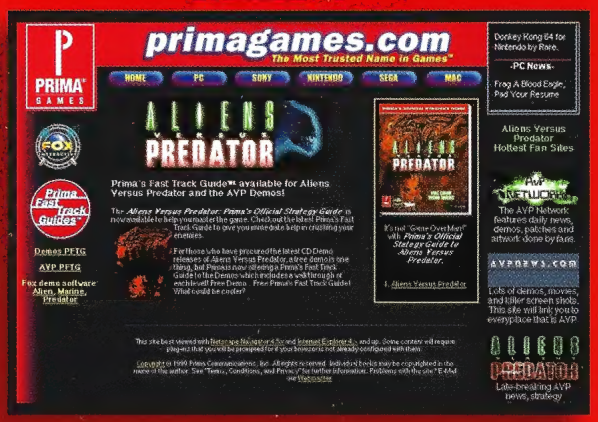

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